

Adult Manual Resources

Books with the “+” sign are or will be available in alternative formats from the National Library Service for the Blind and Physically Handicapped (NLS). More information on NLS can be found in the appendix.

Movies/DVDs with the “^” symbol are available with the audio description feature.

Books: Nonfiction

- +Aldrin, Buzz, with Ken Abraham. *Magnificent Desolation: The Long Journey Home from the Moon*. Crown Archetype, 2009. 336 p. (978-0307463456, pap.). Aldrin’s memoir recounts not only his harrowing moments on the Moon, but also his journey home— home in the physical sense of Earth, and home in finding a new purpose after achieving his dreams. Aldrin explains the ups and downs of setting the standard for space exploration. DB69784
- Alexander, Steve, and Karen Alexander. *Crop Circles: Signs, Wonders, and Mysteries*. Chartwell, 2006. 192 p. (978-0785820697, pap.). This title provides a photographic tour of crop circle designs around the world.
- +Baker, David Aaron. *Scientific American: Inventions from Outer Space: Everyday Uses for NASA Technology*. Random House Reference, 2000. 128 p. (978-0375409790, pap.). A guide to over 60 inventions that were developed for use in space by NASA, and how they are used on Earth. DB51546
- Barbree, Jay. *Neil Armstrong: A Life of Flight*. Thomas Dunne, 2014. 384 p. (978-1250040718, pap.). The result of over 50 years of conversations with Neil Armstrong, as well as other transcripts and notes, Barbree’s memoir of Armstrong is one of the most in-depth analyses of the astronaut’s life.
- Bradbury, Ray. *Zen in the Art of Writing: Essays on Creativity*. Capra, 1990. 154 p. (978-1877741029, pap.). Prolific author Ray Bradbury offers practical tips for readers on writing with passion and originality.
- Brake, Mark and Jon Chase. *The Science of Star Wars: The Scientific Facts Behind the Force, Space Travel, and More!* Racehorse, 2016. 272 p. (978-1944686284, pap.) While many would argue that the Star Wars franchise is more fantasy than science fiction, the fact remains that a variety of creatures and technology inspire curiosity in fans and scientists alike. Explore where aspects of *Star Wars* are rooted in our own reality and what may be invented in the near future.
- Cavelos, Jeanne. *The Science of Star Wars: An Astrophysicist’s Independent Examination of Space Travel, Aliens, Planets, and Robots as Portrayed in the Star Wars Films and Books*. St. Martin’s, 1999. 224 p. (978-0312209582, pap.). Join astrophysicist and *Star Wars* enthusiast Jeanne Cavelos through a series of “what ifs,” “coulds,” and “how comes” in the *Star Wars* universe.
- Conahan, Gillian. *The Hero’s Closet: Sewing for Cosplay and Costuming*. Harry N. Abrams, 2017. 208 p. (978-1419723964, pap.). Use this extensive DIY guide for creating amazing cosplay looks.

- +Cuddy, Amy. *Presence: Bringing Your Boldest Self to Your Biggest Challenges*. Little, Brown, 2015. 352 p. (978-0316256575, pap.). Harvard professor Amy Cuddy guides readers through small, but significant, changes in attitude and body language to improve their day-to-day lives and harness the power of their own presence. DB84177
- Cutts, Josephine, and James Smith. *Essential Van Gogh*. Parragon, 2000. 256 p. (978-1840847000, pap.). Enjoy all aspects of 120 of Van Gogh's works and learn from the detailed commentary provided by the authors.
- Egan, Sean, editor. *Bowie on Bowie: Interviews and Encounters with David Bowie*. Chicago Review Press, 2015. 432 p. (978-1569769775, pap.). Read through the best interviews of David Bowie through a nearly five-decade career in music, acting, fashion, and more.
- Fazekas, Andrew. *Star Trek: The Official Guide to Our Universe: The True Science Behind the Starship Voyages*. National Geographic, 2016. 240 p. (978-1426216527, pap.). A celebration of the then-50th anniversary of *Star Trek*, this book presents an in-depth look into the science behind many fans' favorite franchise.
- Fraley, Craig. *Why There's Doubt: Moon Landings*. CreateSpace, 2016. 228 p. (978-1539735670, pap.). Explore both sides of the Moon landing debate with author Craig Fraley.
- +Gibson, Karen Bush. *Women in Space: 23 Stories of First Flights, Scientific Missions, and Gravity-Breaking Adventures*. Chicago Review Press, 2014. 240 p. (978-1613748442, pap.). Follow the history of female cosmonauts, astronauts, and mission specialists in this thorough profile of 23 female pioneers. DB78366
- Hall, Edward T. *The Hidden Dimension*. Anchor, 1966. 240 p. (978-0385084765, pap.). Introduce your readers to the science of "proxemics" and space and how those concepts can affect their personal relations across the world.
- Heinrichs, Jay. *Thank You for Arguing: What Aristotle, Lincoln, and Homer Simpson Can Teach Us About the Art of Persuasion*. Three Rivers, 2007. 336 p. (978-0307341440, pap.). Celebrate the power of language and a well-versed argument by studying the great teachers of history, like Winston Churchill and Yoda, with this fun, insightful guide to language and debate.
- Jakosky, Bruce M. *Science, Society, and the Search for Life in the Universe*. University of Arizona Press, 2006. 160 p. (978-0816526130, pap.). Explore the relatively new field of astrobiology from a social and scientific perspective as Jakosky describes humankind's simultaneous fascination with the cosmos and hesitation about expending resources in pursuit of knowledge.
- +Kaku, Michio. *Hyperspace: A Scientific Odyssey Through Parallel Universes, Time Warps, and the 10th Dimension*. Oxford University Press, 1994. 384 p. (978-0195085143, pap.). A timeless best seller, Kaku's work explores the more mysterious, and sometimes bizarre, aspects of astrophysics. DB43819

- +King, Stephen. *On Writing: A Memoir of the Craft*. Scribner, 2000. 288 p. (978-0684853529, pap.). No activity on writing, particularly science fiction or suspense, would be complete without referencing the advice of best-selling author Stephen King. BR12802, DB50873
- +Kondo, Marie. *The Life-Changing Magic of Tidying Up: The Japanese Art of Decluttering and Organizing*. Ten Speed, 2014. 224 p. (978-1607747307, pap.). Declutter your space and organize your life with helpful tips from lifestyle guide Marie Kondo and her KonMari Method! BR21362, DB80607
- +Krauss, Lawrence M. *The Physics of Star Trek*. Basic, 1995. 208 p. (978-0465005598, pap.). Exploring the final frontier isn't all pushing buttons and meeting new life-forms. Analyze the science that inspired and was inspired by one of the world's most prolific sci-fi programs. DB43550
- Launius, Roger D., and Andrew K. Johnston. *Smithsonian Atlas of Space Exploration*. Smithsonian, 2009. 240 p. (978-0061565267, pap.). With amazing photographs, maps, and other information, this atlas takes the reader through each known era of the universe and space exploration.
- Mullane, Mike. *Riding Rockets: The Outrageous Tales of a Space Shuttle Astronaut*. Scribner, 2006. 384 p. (978-0743276825, pap.). Mullane shows the more human, and humorous, side of space exploration with his tales of botched missions, clashing personalities, and hilarious mission preps.
- NASA. *Inventions of NASA: Patents from the Space Program*. Book Shed, 2014. 598 p. (978-0990606192, pap.). Over 30 patented inventions are described in this massive tome from the NASA space program, like wireless device charging and purified water.
- North, John. *Stonehenge: A New Interpretation of Prehistoric Man and the Cosmos*. Free Press, 1996. 656 p. (978-0684845128, pap.). Join author John North for an investigation into prehistoric human's design and construction of Stonehenge, including the astronomical and spiritual ramifications.
- Redfern, Nick. *The NASA Conspiracies: The Truth Behind the Moon Landings, Censored Photos, and the Face on Mars*. New Page, 2010. 240 p. (978-1601631497, pap.). This examination of possible conspiracies NASA and the US government may be hiding from the public will provide interesting information for patrons to use in a mock debate about the Moon landing.
- +Roach, Mary. *Packing for Mars: The Curious Science of Life in the Void*. W.W. Norton, 2010. 336 p. (978-0393068474, pap.). What does it mean to be human in space, devoid of what we need to survive? Mary Roach, one of the funniest science writers of our age, takes the reader through all the questions about life on Earth we take for granted, and applies them to space and space exploration. DB71911
- +Rovelli, Carlo. *Reality Is Not What It Seems: The Journey to Quantum Gravity*. Riverhead, 2017. 288 p. (978-0735213920, pap.). Rovelli, an Italian theoretical physicist, examines the universe and how humanity has understood reality over centuries of study. BR21925 (IN PROCESS), DB87747

- +Sagan, Carl. *Cosmos*. Random House, 1980. 365 p. (978-0394502946, pap.). Based on Sagan's iconic TV series by the same name, this illustrated book examines science and civilization together in the human context. BRA17067, DB15796, DB26740
- +Scharf, Caleb. *The Copernicus Complex: Our Cosmic Significance in a Universe of Planets and Probabilities*. Scientific American and Farrar, Straus, and Giroux, 2014. 288 p. (978-0374129217, pap.). Explore humanity's place in the cosmos and beyond in astrophysicist Caleb Scharf's commentary on the balance between significance and mediocrity, alternate realities, and planetary diversity. BR20929, DB82112
- Shurvell, Joanne, and the Van Gogh Museum. *Fantastic Forgeries: Paint like Van Gogh: A Step-by-Step Course to Painting Van Gogh's Classic Artworks*. Race Point, 2017. 176 p. (978-1631061462, pap.). Create your own masterpieces with this guide to some of Van Gogh's most popular pieces.
- Strand, Ginger. *The Brothers Vonnegut: Science and Fiction in the House of Magic*. Farrar, Straus, and Giroux, 2015. 320 p. (978-0374117016, pap.). An insightful look into the personal and professional lives of Kurt Vonnegut and his brother, Bernard, this title reveals the inspiration for Kurt's writing style and can inspire your patrons to follow their own creative paths.
- Swedenborg, Emanuel. *Life on Other Planets*. Translated by John Chadwick. Swedenborg Foundation, 2006. 128 p. (978-0877853206, pap.). Swedenborg, an 18th-century Swedish scientist, details the spirits he converses with from each of the known planets in our solar system. John Chadwick translates this intriguing take on past scientific views of the cosmos and life on other worlds.
- +Tyson, Neil deGrasse. *Astrophysics for People in a Hurry*. W.W. Norton, 2017. 224 p. (978-0393609394, pap.). This short-and-sweet guide to astrophysics is wonderfully straightforward and educational. Whether you're an actual scientist or just an armchair astronaut, Neil deGrasse Tyson has a way of explaining complex ideas in simple, colorful terms that anyone can understand. BR21906
- +Wolfe, Tom. *The Right Stuff*. Farrar, Straus, and Giroux, 1983. 448 p. (978-0374250331, pap.). Wolfe takes the reader through the inner life of astronauts and reveals a new side to the adventure of space exploration. DB13986
- Wolfson, Jonathan A. *The Great Debate: A Handbook for Policy Debate and Public Forum Debate*. LightningBolt, 2013. 204 p. (978-0974639826, pap.). Whether your patrons are debating the reality of the Moon landing, or just want to have a healthy discussion about the future of NASA funding, this book will definitely help.

Books: Fiction

- +Adams, Douglas. *The Hitchhiker's Guide to the Galaxy*. Crown, 2004. 224 p. (978-1400052929, pap.). Follow the zany adventures of Arthur Dent as he escapes Earth mere moments before its destruction and becomes an interstellar traveler. BR14438, DB18339

- +Card, Orson Scott. *Ender's Game*. Tor, 1991. 256 p. (978-0312932084, pap.). Readers of all ages can enjoy this science fiction tale of philosophy, ethics, war craft, and intellectualism. Young Ender Wiggin is one of three brilliant siblings who change the course of politics and war in the first of the Ender series. BRC00240, DB22934
- +Corey, James S.A. *Leviathan Wakes*. Orbit, 2011. 561 p. (978-1841499888, pap.). This modern sci-fi classic, now also a TV show, follows a future scenario in which humanity has colonized the rest of our solar system. Themes of political intrigue, space exploration, and rebellion all feature heavily in this science fiction story. DB74083
- +Dick, Philip K. *The Man in the High Castle*. Houghton Mifflin Harcourt, 2016. 288 p. (978-0544916081, pap.). America, 1962: the United States lost World War II, and is occupied by the Axis Powers. Slavery is legal. Dick's haunting revision of history not only won the Hugo Award, but is also now an award-winning TV program. BR09889, DB76478
- +Herbert, Frank. *Dune*. Chilton, 1965. 507 p. (978-0801950773, pap.). The first winner of the Nebula Award, this classic will captivate readers everywhere with adventure, mysticism and prophecy, and political intrigue on an alien planet. DB44126
- +Weir, Andy. *The Martian*. Crown, 2014. 384 p. (978-0804139021, pap.). A survival story unlike any other, *The Martian* takes readers to a near-future scenario in which NASA has successfully conducted manned missions to Mars. When a storm causes engineer and botanist Mark Watney's crew to abandon him on the desolate planet, the scientist is sure he'll be the first person to die there. Funny, touching, and full of scientifically based plot points, this story will make you feel like a part of the crew. BR21144, DB78389
- +Wells, H.G. *The War of the Worlds*. Modern Library, 2002 (first published in 1897). 192 p. (978-0375759239, pap.). Arguably one of the greatest original works of science fiction, Wells's tale of a Martian attack on England has inspired generations of storytellers and adaptations from Orson Welles and Steven Spielberg alike since its first publication in 1897. BR09590, DB38464

Music

- Beethoven, Ludwig van. *Symphony No. 9: Coriolan Overture*. Deutsche Grammophon, 1996. (B000001GPY). Beethoven's music has been used in film and television for decades; experience the piece featured in Stanley Kubrick's iconic film *A Clockwork Orange* with your patrons.
- Bowie, David. *The Rise and Fall of Ziggy Stardust and the Spiders from Mars*. Capitol, 2012. (B007OTZ654). David Bowie's fifth studio album, *Ziggy Stardust* is a glam-rock gambol following the adventures of Bowie's alter-ego and explores themes of sexuality and social commentary.
- Holst, Gustav. *The Planets*. Decca, 2007. (B0000041S7). This masterwork from composer Holst uses the planets and ancient mythology as inspiration.
- Williams, John. *John Williams Conducts John Williams: The Star Wars Trilogy*. Sony Classical, 1990. (B000002712). Play this collection from the original *Star Wars* trilogy before a film screening, or simply as background music during another program.

Movies

- ^Cameron, James, director. *Avatar*. 20th Century Fox, 2009. 162 min. (PG-13). *Avatar* shows a future Earth mining Unobtainium from a distant moon named Pandora. Considered by many to be a modern, sci-fi version of *Pocahontas*, this film includes themes on traveling in space, protecting natural resources, and respecting different cultures.
- Cuarón, Alfonso, director. *Gravity*. Warner Bros., 2013. 91 min. (PG-13). A rookie female astronaut on her first mission and a male veteran astronaut on his last encounter terrifying dangers and an unknown future during a routine spacewalk.
- Emmerich, Roland, director. *Independence Day*. 20th Century Fox, 1996. 145 min. (PG-13). On the Fourth of July, the American president (Bill Pullman) relies on pilot Will Smith and scientist Jeff Goldblum to save the world from an alien invasion.
- Emmerich, Roland, director. *Stargate*. Canal+, 1994. 116 min. (PG-13). Humankind has always assumed we were alone in the universe; historians have taught us that the pyramids were built for human pharaohs. This sci-fi adventure reveals a different version of events, where Earth is just one colony out of many, and the pyramids are the landing point for the real pharaohs: aliens.
- ^Gunn, James, director. *Guardians of the Galaxy*. Marvel Studios, 2014, 120 min. (PG-13). In this galactic adventure, part of the Marvel Cinematic Universe, a group of criminals and assassins must band together to save the universe and listen to some amazing music.
- Howard, Ron, director. *Apollo 13*. Universal Pictures, 1995. 140 min. (PG). Based on the true story of the Apollo 13 mission, NASA must work quickly to save the lives of three astronauts facing certain death in space.
- Kubrick, Stanley, director. *2001: A Space Odyssey*. Metro-Goldwyn Mayer, 1968, 2 hr 29 min. (G). This story about humanity searching for mysterious objects on the moon has some tricky twists and devious artificial intelligence.
- ^Melfi, Theodore, director. *Hidden Figures*. Levine Films, 2016. 127 min. (PG). This biopic tells the story of the team of female African American mathematicians that helped get the early NASA space program where it is today.
- ^Nolan, Christopher, director. *Interstellar*. Paramount Pictures, 2014. 169 min. (PG-13). In the near future, humankind has ruined the Earth. Using the power of wormholes, one team of explorers searches for a way to save humanity.
- O'Connell, Cathleen, director. *American Experience: War of the Worlds*. WGBH, 2013. 60 min. (TV-PG). This documentary, part of the *American Experience* collection, features interviews, behind-the-scenes photos, and news bulletins from Orson Welles's iconic radio production of *The War of the Worlds*.
- Parisot, Dean, director. *Galaxy Quest*. DreamWorks, 1999. 102 min. (PG). This space farce tells the story of actors from a popular sci-fi show being recruited by real aliens to solve real problems. Sci-fi tropes are fair game as the actors struggle to become the characters they play on set.

- Pennebaker, D.A., director. *Ziggy Stardust and the Spiders from Mars*. Mainman, 1973. 90 min. (PG). This documentary concert film features footage of David Bowie and his group the Spiders from Mars as they perform at the Hammersmith Odeon theater in London, UK, in 1973, while promoting Bowie's fifth studio album, *The Rise and Fall of Ziggy Stardust and the Spiders from Mars*.
- Reinert, Al, director. *For All Mankind*. Apollo Associates, 1989. 80 min. (NR). Reinert's documentary explores the Apollo missions and focuses on the human aspect of spaceflight. Viewers will witness accounts from astronauts as they represent humanity in the cosmos.
- Roeg, Nicolas, director. *The Man Who Fell to Earth*. British Lion, 1976. 139 min. (R). David Bowie plays an alien visiting Earth while trying to save his planet. Can he get the girl? Can he avoid corporate greed? Can he finally get water for his people?
- ^Scott, Ridley, director. *The Martian*. 20th Century Fox, 2015. 144 min. (PG-13). Fans of Andy Weir's book and newcomers alike will enjoy this film adaptation about a lone astronaut stranded on Mars.
- Sington, David, director. *In the Shadow of the Moon*. Discovery Films, 2007. 100 min. (PG). This documentary includes interviews from the crew members of the Apollo missions describing their experiences, struggles, and triumphs.
- ^Stanton, Andrew, director. *John Carter*. Walt Disney Pictures, 2012. 132 min. (PG-13). Based on Edgar Rice Burroughs's literary classic, *A Princess of Mars*, this Disney sci-fi action film features a Civil War veteran's accidental transport to Mars and his struggles to survive another civil war.
- Verhoeven, Paul, director. *Starship Troopers*. TriStar Pictures, 1997. 129 min. (R). A Meta sci-fi action adventure, *Starship Troopers* imagines a future Earth united in battle against giant alien bugs. Not suitable for children. Or people who hate funny action movies.
- Wise, Robert, director. *The Day the Earth Stood Still*. 20th Century Fox, 1951. 92 min. (NR). After a lone alien arrives in defense of all planets, humanity is given an ultimatum: live in peace, or be destroyed.

Film Franchises

- *Alien*. Originally created by Ridley Scott (now helming the prequel films cited below), this franchise is synonymous with "extraterrestrial horror" and true suspense in space exploration.
 - Scott, Ridley, director. *Alien*. 20th Century Fox, 1979. 117 min. (R).
 - Cameron, James, director. *Aliens*. 20th Century Fox, 1986. 137 min. (R).
 - Fincher, David, director. *Alien 3*. 20th Century Fox, 1992. 86 min. (R).
 - Jeunet, Jean-Pierre, director. *Alien Resurrection*. 20th Century Fox, 1997. 109 min. (R).
 - ^Scott, Ridley, director. *Prometheus*. 20th Century Fox, 2012. 124 min. (R).
 - ^Scott, Ridley, director. *Alien: Covenant*. 20th Century Fox, 2017. 122 min. (R).

- *Star Trek*. Based on the original television series by Gene Roddenberry, this film franchise follows multiple starship captains (and time lines) as the men and women of the Federation explore the final frontier.
 - Wise, Robert, director. *Star Trek: The Motion Picture*. Paramount Pictures, 1979. 132 min. (G).
 - Meyer, Nicholas, director. *Star Trek II: The Wrath of Khan*. Paramount Pictures, 1982. 113 min. (PG).
 - Nimoy, Leonard, director. *Star Trek III: The Search for Spock*. Paramount Pictures, 1984. 105 min. (PG).
 - Nimoy, Leonard, director. *Star Trek IV: The Voyage Home*. Paramount Pictures, 1986. 119 min. (PG).
 - Shatner, William, director. *Star Trek V: The Final Frontier*. Paramount Pictures, 1989. 107 min. (PG).
 - Meyer, Nicholas, director. *Star Trek VI: The Undiscovered Country*. Paramount Pictures, 1991. 113 min. (PG).
 - Carson, David, director. *Star Trek: Generations*. Paramount Pictures, 1994. 118 min. (PG).
 - Frakes, Jonathan, director. *Star Trek: First Contact*. Paramount Pictures, 1996. 111 min. (PG-13).
 - Frakes, Jonathan, director. *Star Trek: Insurrection*. Paramount Pictures, 1998. 103 min. (PG).
 - Baird, Stuart, director. *Star Trek: Nemesis*. Paramount Pictures, 2002. 116 min. (PG-13).
 - Abrams, J.J., director. *Star Trek*. Paramount Pictures, 2009. 127 min. (PG-13).
 - ^Abrams, J.J., director. *Star Trek Into Darkness*. Paramount Pictures, 2013. 132 min. (PG-13).
 - ^Lin, Justin, director. *Star Trek Beyond*. Paramount Pictures, 2016. 122 min. (PG-13).
- *Star Wars*. Arguably more fantasy than science fiction, George Lucas's masterwork follows the lives of the Skywalker family through battles between the dark and the light and discovering the true power of the Force.
 - ^Lucas, George, director. *Star Wars: Episode IV—A New Hope*. 20th Century Fox, 1977. 121 min. (PG).
 - ^Kershner, Irvin, director. *Star Wars: Episode V—The Empire Strikes Back*. 20th Century Fox, 1980. 124 min. (PG).
 - ^Marquand, Richard, director. *Star Wars: Episode VI—Return of the Jedi*. 20th Century Fox, 1983. 131 min. (PG).
 - ^Lucas, George, director. *Star Wars: Episode I—The Phantom Menace*. 20th Century Fox, 1999. 136 min. (PG).

- ^Lucas, George, director. *Star Wars: Episode II—Attack of the Clones*. 20th Century Fox, 2002. 142 min. (PG).
- ^Lucas, George, director. *Star Wars: Episode III - Revenge of the Sith*. 20th Century Fox, 2005. 140 min. (PG-13).
- Filoni, Dave, director. *Star Wars: The Clone Wars*. Warner Bros, 2008. 108 min. (PG).
- ^Abrams, J.J., director. *Star Wars: Episode VII—The Force Awakens*. Walt Disney Studios, 2015. 136 min. (PG-13).
- ^Edwards, Gareth, director. *Rogue One: A Star Wars Story*. Walt Disney Studios, 2016. 133 min. (PG-13).
- ^Johnson, Rian, director. *Star Wars: Episode VIII —The Last Jedi*. Walt Disney Studios, 2017. 153 min. (PG-13).

TV Series

- *Black Holes, Tides, and Curved Spacetime: Understanding Gravity*. Great Courses, 2013. (NR). Discover the past, present, and future theories and discoveries in physics and quantum mechanics with these educational courses.
- Carter, Chris, creator. *The X-Files*. Fox, 1993–2002, 2016– . (TV-14). FBI agents Mulder and Scully investigate the paranormal in this long-running sci-fi hit.
- Druyan, Ann, Steven Soter, and Neil deGrasse Tyson, creators. *Cosmos: A Spacetime Odyssey*. Fox, 2014. (TV-PG). In this modern sequel to Carl Sagan’s classic hit, host Neil deGrasse Tyson takes viewers deeper into the cosmos and celebrates, in the words of Barack Obama, the “spirit of discovery.”
- Groening, Matt, and David X. Cohen, creators. *Futurama*. Fox, 1999–2013. (TV-14). Follow 20th-century everyman Philip J. Fry through his zany adventures 1,000 years in the future. Created by the same mind that developed *The Simpsons*.
- Kamiyama, Kenji, writer and director. *Ghost in the Shell: Stand Alone Complex*. NTV, 2002–2005. (TV-MA). This series follows Public Security Section 9 in a fictionalized version of Japan in the near future, where humans are augmented with prosthetics and more and more people are becoming cyborgs (anime).
- *Masters of Science Fiction*. ABC, 2007. (NR). Follow host Stephen Hawking as famous science fiction classics and modern tales are adapted to a 60-minute format.
- Nagasaki, Kenji, director. *Gundam Build Fighters*. TV Tokyo, 2013–2014. (NR). One of many TV adaptations from the Gundam franchise, this series differs by focusing more on the mecha (giant robot) suits than other characters in the militaristic stories from the manga (anime).
- Newman, Sydney, creator. *Doctor Who*. BBC One, 1963–1989, 2005–present. (TV-PG). Step into the Tardis and dig deep into the timey-wimey archives with the original and newer seasons of Britain’s most famous science fiction adventure program.

- Roiland, Justin, and Dan Harmon, creators. *Rick and Morty*. Adult Swim, 2013– . (TV-14). Based on Roiland’s short, animated parody of *Back to the Future*, this show follows drunk genius Rick as he leads his naive young grandson Morty on interdimensional adventures and faces the hilarious, the mundane, and the emotional trials of the multiverse.
- Sagan, Carl, Ann Druyan, and Steven Soter, creators. *Cosmos: A Personal Voyage*. PBS, 1980. (TV-PG). This 13-part award-winning miniseries features host Carl Sagan as he takes viewers on a journey of discovery about a wide range of scientific topics, like our own place in the universe.
- Watanabe, Shinichirō. *Cowboy Bebop*. TV Tokyo, 1998– , WOWOW, 1998–1999. (TV-MA). Space bounty hunters explore the galaxy (anime).
- Watanabe, Shinichirō, and Shingo Natsume, directors. *Space Dandy*. MX, 2014. (TV-14). Dandy, a handsome alien hunter, searches for the rare and undiscovered with assistance from QT, his robot assistant, and Meow, a catlike creature (anime).
- Yatate, Hajime, creator. *Outlaw Star*. TV Tokyo, 1998. (TV-MA). Outlaws run an advanced starship on a hunt for treasure (anime).

Web Resources

- 5 Best Space-Themed Apps for the GearVR. <https://vrtodaymagazine.com/5-best-space-themed-apps-for-the-gearvr/>. Get your patrons geared up for space exploration with some awesome apps for the GearVR.
- 20 Shocking NASA Inventions We Use Everyday. www.therichest.com/rich-list/the-biggest/20-shocking-nasa-inventions-we-use-everyday/. This blog post covers some of the more surprising NASA inventions your patrons use all the time.
- Anti-Gravity Galaxy in a Bottle. <http://onelittleproject.com/galaxy-in-a-bottle/2/>. Easy instructions for a beautiful make-and-take Galaxy in a Bottle.
- Apollo Mission Page. www.nasa.gov/mission_pages/apollo/index.html. Learn more about all of the Apollo missions, for general displays or for your Moon landing anniversary party.
- The Best Classical Sci-Fi Movie Soundtracks. www.classicfm.com/discover-music/periods-genres/film-tv/classical-sci-fi-music/. Rediscover beautiful classical pieces in a new context with this list of classical music from popular science fiction films.
- The Best Online Resources for Cosplay. <https://theniftynerd.com/cosplay/the-best-online-resources-for-cosplay/>. Not sure where to get started with cosplay? Use this list of resources to help bring your patrons’ creations to life.
- Best Sci-Fi Movie Soundtracks. <https://futurism.media/best-sci-fi-movie-soundtracks>. Find listening ideas using these Futurism.com staff recommendations for soundtrack programs or just for background music during other programs this summer.
- Best Space Books and Sci-Fi: A Space.com Reading List. www.space.com/28973-best-space-books.html. Use this resource to provide reading advisory guides for your patrons or to create displays, book discussion groups, and other fun programs.

- Board Game Geek. www.boardgamegeek.com. The board game industry has come a long way since the first days of Monopoly and checkers. Get your board game groups and programs off to the right start with a great variety of games.
- Bring the Stars Inside. <https://girlstartblog.wordpress.com/2009/12/04/bring-the-stars-inside/>. Create amazing constellations that you can project on walls and ceilings with just some paper and a flashlight.
- Build a Bubble-Powered Rocket! <https://spaceplace.nasa.gov/pop-rocket/en/>. For the younger crowd at your space events, why not try an easy rocket propelled by the power of bubbles?
- Build Your Own Planetarium. www.space.com/23579-build-your-own-planetarium-science-fair-projects.html. Use leftover cardboard to create a fun planetarium with your patrons and let everyone enjoy the stars.
- Button Moon Collage. www.adventure-in-a-box.com/reaching-for-the-moon-make-a-button-collage/. This beautiful craft project can be used as decorations for your programs, and the basic instructions can be used again in different shapes for future programming.
- The Constellations. www.seasky.org/constellations/constellations.html. Teach your patrons about the different constellations in the night sky.
- Constellation Viewer. <http://eisforexplore.blogspot.com/2012/10/constellation-viewer.html>. This page includes instructions on making constellation viewers from the comfort of your own library.
- Easy Moon Glow in the Dark T-Shirt. <https://diycandy.com/2014/10/easy-moon-glow-in-the-dark-t-shirt/>. Wow patrons of all ages with a quick and easy tutorial on glow-in-the-dark shirts (featuring the Moon or other space-themed objects).
- Estes Rockets. www.estesrockets.com/rockets. For a more advanced and exciting rocket launch, consider purchasing kits and ready-made rockets from online vendors like this one.
- Gravity Variations.
http://highereducation.com/olcweb/cgi/pluginpop.cgi?it=swf::800::600::/sites/dl/free/0072482621/78778/Gravity_Nav.swf::Gravity%20Variations%20Interactive. This interactive game lets the user simulate gravity on different planets in our solar system.
- Gunpla 101. www.gunpla101.com/. Use the free tutorials and resources on this page for your Gunpla and model-building needs.
- Horoscope Hang-Up: Earth Rotation Changes Zodiac Signs.
<http://newsfeed.time.com/2011/01/13/horoscope-hang-up-earth-rotation-changes-zodiac-signs/>. Did you know that the zodiac signs are different now? Help your patrons calculate their new zodiac sign with this article.
- How to Build a Bottle Rocket. www.wikihow.com/Build-a-Bottle-Rocket.
- How to Make a Star Wheel the Simple Way. www.skyandtelescope.com/astronomy-resources/make-a-star-wheel/.

- How to Moderate a Panel Discussion. www.toastmasters.org/Magazine/Articles/How-to-Moderate-a-Panel-Discussion. Many programs listed in this manual can include a panel discussion. Become more confident in your moderating skills with help from the professionals.
- How Strong Is Gravity on Other Planets? <https://phys.org/news/2016-01-strong-gravity-planets.html>.
- Image Worth Spreading: Cosmic Eye. www.youtube.com/watch?v=jfSNxVqpruM. Australian astrophysicist Danail Obreschkow's iconic video has been a big sensation on the Internet over the past few years. Not only is the video itself amazing, but Obreschkow also filmed the entire video using only a smartphone app.
- ISS Observation. <http://iss.astroviewer.net/observation.php>.
- ISS Sightings over Your City. <https://spotthestation.nasa.gov/sightings/>.
- Kids in the Kitchen: Glow in the Dark Food, Magic Colors, and Giant Bubbles! <http://ourbestbites.com/2010/09/kids-in-the-kitchen-glow-in-the-dark-food-magic-colors-and-giant-bubbles/>. The glowing, effervescent beverages mentioned on this web page will add greatly to your Black-Light Solar System celebrations.
- Lunar Landscape Sensory Small World Play. <http://theimaginationtree.com/2012/11/lunar-landscape-sensory-small-world-play.html>. Provide homemade Moon dust for your Moon landing celebrations.
- MuVChat. www.muvchat.com. Using the free MuVChat iOS app (see below), attendees of film and TV screenings can post live commentary on the screen for others to read and enjoy.
- NASA Spinoff. <https://spinoff.nasa.gov/>. NASA's official list of products in the Technology Transfer Program.
- NASA Technologies Benefit Our Lives. https://spinoff.nasa.gov/Spinoff2008/tech_benefits.html. Humans are using some pretty amazing NASA-made products nowadays. Learn more about what products you have around your home with this informative article from NASA.
- National Association of Productivity and Organizing Professionals. www.napo.net/. Find professional organizers in your area to help with space-organization programs and displays.
- The Next Book You Should Read Based on Your Zodiac Sign. www.bustle.com/articles/135114-the-next-book-you-should-read-based-on-your-zodiac-sign. Spice up your readers' advisory with some fun zodiac-based recommendations.
- "One Giant Leap": As Apollo 11 Moon Landing Turns 45, NASA Aims for Mars. www.space.com/26573-apollo-11-moon-landing-45th-anniversary.html. This page, created for the last significant Moon landing anniversary, has some great resources and videos for your Moon landing 50th-anniversary party.
- Outer Space Crafts and Learning Activities. www.daniellesplace.com/html/outer-space-crafts.html. Patrons of all ages can help create space crafts to take home or to use for decorating your library.

- Over the Moon! <http://messyjofo.blogspot.com/2011/12/over-moon.html>. Have a little fun with your patrons with some toilet paper and lots of space.
- Papier Mache Planets. www.instructables.com/id/Papier-Mache-Planets/.
- Papier Mache Solar System. www.fun365.orientaltrading.com/project/paper-mache-solar-system.
- Playdough? No, Cloud Dough! www.flightsowhimsy-ece.com/2011/10/playdough-no-cloud-dough/. Cloud dough (or Moon sand for this manual) is an easy creation for patrons of all ages and can provide a calming sensory experience.
- Program Model: Paint Night. www.programminglibrarian.org/programs/paint-night.
- Science Fiction and Fantasy Writers of America. www.sfwaweb.org.
- Science Fiction Book Club. www.sfbcc.com.
- The Science of *Star Trek*. www.nasa.gov/topics/technology/features/star_trek.html. Did you know that *Star Trek* is NASA approved? Wow your patrons with fun facts from NASA about the current and future technologies we can use that were inspired by *Star Trek*.
- Seven Great Reads About Space. www.cnn.com/2011/LIVING/07/14/space.books/index.html. CNN.com describes different space-themed titles your patrons might enjoy.
- Step by Step Van Gogh's *Starry Night* Acrylic Painting Tutorial. www.gingercooklive.gallery/yt-step-by-step-van-goghs-starry-night-acrylic-painting-tutorial/. If you can't find a local artist to help, use this tutorial for your Starry, Starry Date Night painting fun.
- Water Powered Soda Bottle Rocket. <https://makezine.com/projects/make-05/soda-bottle-rocket/>.
- Web Junction: Readers' Advisory. www.webjunction.org/explore-topics/readers-advisory.html. This free webinar highlights the important process of recommending titles for patrons of all walks of life.
- We Put On a Comic-Con (And So Can You!). <https://ejournals.lib.vt.edu/valib/article/view/1271/1706>. Learn from other librarians about how to host a fun and inclusive fan convention at your library.
- Where Could Life Exist? www.worldsciencefestival.com/infographics/where-could-life-exist-infographic/. Great for a display or easy program, this infographic analyzes what we know about our solar system and where life could possibly be.

Apps

- Chromascreen. iOS. \$0.00. Chromascreen allows iOS users to take and produce green screen and blue screen images without needing a special background set up.
- Expeditions. iOS. \$0.00. Google Expeditions teaches users with virtual reality trips around the world and in outer space.
- Green Screen Lite. Android. \$0.00. Easily take and produce green screen and blue screen photos from your own Android phone or tablet.
- ISS Detector Satellite Tracker. Android. \$0.00. Use your Android phone or tablet to receive alerts for when the International Space Station is visible in your area.

- ISS Spotter. iOS. \$0.00. Use your Apple iPhone or iPad to receive forecasts of visible passes by the International Space Station.
- Minos Starfighter VR. Android. \$0.99. This first-person VR app places the user in an arcade-like space shooter simulation.
- MuVChat. iOS. \$0.00. The MuVChat app transmits and displays audience commentary during live screenings of films.
- Sky Guide AR. iOS. \$2.99. This augmented reality app allows users to find and identify celestial figures in their own night sky.
- SkyView. iOS, Android. \$0.00. A free alternative to Sky Guide AR for multiple devices that lets you stargaze from anywhere.
- Star Tracker. Android. \$0.00. Identify celestial objects with your Android smartphone or tablet.
- Star Wars. iOS, Android. \$0.00. One of the many amazing features of the Star Wars app is the VR serialized spy adventure on Jakku through Google Cardboard.
- Titans of Space® Cardboard VR. Android. \$0.00. Take a guided virtual reality tour of our solar system using your Android Smartphone and Google Cardboard (or other VR headset).