LAW ENFORCEMENT · FORENSIC SCIENCE · HISTORY OF CRIME

CRIME I MUSEUM

GENERAL INFORMATION

Synopsis: DC goes interactive with its newest museum: the Crime Museum. Explore the history of crime, law enforcement, forensic science, crime scene investigation (CSI) and the consequences of committing a crime.

General Facts:

- 28,000 square-feet
- Located at 575 7th Street NW; by Verizon Center, Portrait Gallery
- Metro: Chinatown/PI Gallery; 7th & F Street, Arena Exit
- Hours of operation: Sept. to Feb.10 a.m. to 6 p.m.; March to Aug. 9 a.m. to 7 p.m.
- Tickets for sale online at www.crimemuseum.org
- Parking is available at City Center Parking: 900 9th Street NW
- Online shopping will be available for "The Cop Shop" located on the first floor of the museum
- Phone number: (202) 393-1099

Ticket Pricing

- Adults: (12-59) \$19.95 + tax
- Seniors (60+), US Military (w/valid ID), Retired US Military, US Law Enforcement (w/valid ID), Retired US Law Enforcement: \$16.95 + tax
- Children: (5-11) \$14.95 + tax
- Children: (Under 5): FREE
- Discounts are available for groups of 20 or more; the museum is also available for private parties. To book your group or private party now, email <u>sales@crimemuseum.org</u>
- Education and school programs discount pricing are available
- Audio Tour headsets are available for \$5.00

Highlights

- CSI Lab: Enter a crime scene and interact to solve the case in a real crime scene lab
- FBI Agent Training: Practice your aim in a simulated FBI shooting range
- High Speed Police Simulator: Drive in a police academy training pursuit
- Authentic Artifacts: Auxiliary, electric chair, gas chamber, prison art, and jail cells
- Notorious Criminals: Legendary pirates, the mob, Wild West outlaws, and serial killers
- Digital fingerprinting for children with printout ID cards
- America's Most Wanted stage set and John Walsh interactive

Development

- Design and Project Managers: Idletime Network, Inc
- Design Architects: Bruce D Robinson Design Group
- Museum Curator Artifact Procurement: Paul Burns