THE COUNTDOWN HAS BEGUN!

SPACE TEAMS

VIRTUAL SPACE MISSION

LED BY FORMER NASA ASTRONAUT
DR GREG CHAMITOFF

MISSION LAUNCH
JUNE 28 – JULY 3

WWW.SPACE-TEAMS.COM

EXPLORE SPACE !
WIN PRIZES!

PRESENTED WITH
ONE GIANT LEAP AUSTRALIA FOUNDATION

Your Mission:

Young astronauts (aged 12 and over*) will join a team of NASA astronauts and space professionals to adventure into the future of space exploration. The Space-Teams will be led by former NASA astronaut and Director of Texas A&M's AeroSpace Technology, Research & Operations (ASTRO), Dr. Greg Chamitoff.

Using a collaborative space system virtual reality (VR) program, the trainee astronauts will conduct a human space exploration mission. This includes building their own spacecraft, traveling across the vast expanses of space, and creating their own base.

This six-day mission will provide teams with lessons focused on the technical knowledge and theoretical understanding that is required to make decisions, plan and conduct a successful space mission. The young astronauts will then be able to apply their newfound knowledge within the simulations to design a mission to another planet within our solar system.

Daily mission training will include a one- hour live tutorial with an expert on the day's topic. Guidance will be given on how to complete the corresponding simulation activity.

Evaluation and immediate feedback on team mission performance is important for team performance and success. Each Space Team will receive feedback enabling the opportunity to re-evaluate their approach to achieve higher scores, leading to an iterative design process.

Mission Scoreboard

Individuals will be grouped into teams to execute the week-long mission and they will be able to view the Space Teams Mission scoreboard to see how they are placing throughout the competition. Quizzes and questionnaires will be utilized to help assess the level of trainee astronaut learning throughout the program.

Six activities lead to composite scores based on spaceship design, flight planning, piloting, habitat design, surface exploration and sustainability. Points will generally be awarded based on the successful completion of a task or scaled by how much the objective was achieved. In order to optimize their scores within each activity, the young astronauts will need to critically think about the long-term impacts of each decision. There will be numerous awards presented at the culmination of the Space Teams Virtual Space Mission.

*Open to young astronauts ages *12 and up. The maximum team size is 10. It is recommended that smaller teams of 4 is the optimal number. Young astronauts can register as teams or individuals and placed on a team.*

**a guide only – highly interested 10 and 11 year-old explorers welcome.*

Price of the camp is $360 AU (ex GST) or $230 EU per young astronaut.

Registration is open at www.space-teams.com Additional information is available there, as well.

The mission will run June 28 – July 3

Days 1-6: 10:00 am to 3:00 pm

These hours are Sydney time (Australian Eastern Daylight Time (AEDT)

The One Giant Leap Australia Foundation is a Not-For-Profit Organization whose purpose is to advance STEM education and careers. We provide life changing opportunities for students and educators to develop and build their knowledge and understanding of Science, Technology, Engineering and Mathematics.

Our vastly engaging educational programs about space science, technology and exploration are unique, equitable and diverse. The Foundation is an agile and flexible organization that connects government with industry, innovation and the community. We are making the impossible possible.

https://onegiantleapfoundation.com.au/

SPACE TEAMS, in partnership with SimDynamX, a space systems design company run by former NASA astronaut, MIT PhD, and Texas A&M professor Dr. Gregory Chamitoff, is developing a platform and eco-system for schools to field teams to compete, collaborate, and inspire the next generation of Space and STEM professionals.

www.space-teams.com

We are using SpaceCRAFT, a platform for collaborative space system and mission design. SpaceCRAFT provides a high-fidelity simulation of the universe, including real planetary data from NASA/JPL and correct physics for models of space and planetary environments.

SpaceCRAFT is a Virtual Reality (VR)/ 2D compatible “space simulation” environment designed to enable users to collaborate, design, evaluate and experience the technology for future operations in Space. In effect enabling everyone to contribute to humanity’s future in space.

https://spacecraft-vr.com/