CSP Explore Project - part 2

2a. Information Used

Making computers work in space is not too hard. They have to be able to survive the vibration and G-forces of launching, but a laptop can do that with a bit of padding. It's making computers keep working in space that's the tricky bit.

A space rocket is a vehicle with a very powerful jet engine designed to carry people or equipment *beyond* Earth and out into space. If we define space as the region outside Earth's atmosphere, that means there's not enough oxygen to fuel the kind of conventional engine you'd find on a jet plane.

2b. The Process of Making my Artifact

When I started my poster it looked completely different then it does now, it had similar colors but instead of showing a normal rocket launching in the background it showed our solar system. After a while of development I realized that the solar system looked cool but didn’t represent the computation part of launching a rocket very well, so I changed it to a rocket launching. After that it was simply adding more pictures and text boxes (a place where you can add words) that explain how computers are used in space and the process of getting past our atmosphere.

2c. Pros/Cons to Space Flight and the Computers behind it

Flight in space has let the world understand our Universe and purpose better than anything else. It has put a drive for exploration into space, that we may find the secrets hiding behind the dark cloud that we call the sky. But it is extremely expensive and resource needing, the computers make getting to space and staying in space easier, as the human race progresses in technology, it is getting easier and easier to get to places that 50 years ago we thought we would never be attempting. Then again, the entire space program and every single spacecraft is extremely difficult to maintain, funding and physically wise.

2d. Data Statistics

Data is constantly being transferred between spacecraft and earth, and astronauts aren't always there to make sure it happens. Pretty much every single second of every single day, some kind of data is being transported at the speed of light between different locations. Spacecraft like the hubble telescopes are wirelessly outputting data and several images to Nasa. Other spacecraft like mars rovers are sending pictures and other forms of data constantly to Nasa as well. Because astronauts aren't always there, glitches happen more often then one would think, if one little wire gets knocked out of place it could make the entire spacecraft very hard to work with. When this happens Nasa will often send up astronauts or drones to fix this, which can be a safety issue because space isn't necessarily the safest place to be, considering the fact that there is no oxygen and there is uncontrollable direction. As far as storage goes, spacecraft have to hold data on board especially when there are astronauts present because researchers and scientists have to look at previous data to make new experiments to see what is possible in space, which ultimately furthers our knowledge and understanding of the black blanket so far away.

2e. Bibliography

http://www.dansdata.com/spacecomp.htm

Author - Dan's Data
Title - Computers in space
Pages - 1
Date retrieved - 3/20/19
Date made - Published 28 october 2004, Updated 3 December 2011

https://www.sciencelearn.org.nz/resources/394-getting-rockets-into-space

Author - Science Learning Hub Writers
Title - Getting rockets into space
Pages - 1
Date retrieved - 3/20/19
Date made - Published 30 November 2011, Updated 27 August 2017

https://www.zdnet.com/article/nasas-orion-the-next-generation-of-spacecraft-computing/

Author - Nick Health
Title - Nasa's Orion: The next generation of spacecraft computing
Pages - 1
Date retrieved - 3/22/19
Date made - Published 10 December 2010

https://www.space.com/29295-rocket-history.html

Author - Elizabeth Howell
Title - The History of Rockets | Space
Pages - 1
Date retrieved - 3/22/19
Date made - Published 25 October 2018