

PROJECT: MOVIE PHYSICS

Spaceflight and rocketry is featured in innumerate films and shows. Apollo 13. October Sky. Star Trek. Star Wars. Gravity. Interstellar. 2001: A Space Odyssey. The Martian. The Expanse. Dune. And many, many more. Choose one of these films and analyze their spaceflight logic. Compare what they do to how physics actually works. Identify what they do well, what they could do better, and what real-world analogs would look like.

The components for this project:

- (1) A choice of movie, book, show, game, or other media that features spaceflight in a meaningful way.
- (2) An analysis of how they use spaceflight within the movie, or your best guesses based off of what they movie shows. Deconstruct their physics!
- (3) A comparative analysis between real physics and the physics of the media. What goes well? What goes wrong? What if we gave them the benefit of the doubt?
- (4) A way to showcase your analysis which is suitable for the Fifth Term Showcase format.