### Tags: Citizen Science, Hardware, Imagery

*This project consists of two components: hardware and software. The hardware is an Arduino-based mechanical arm that points to the location of the ISS in the sky when it comes overhead. The software is an iOS app which places an icon over a map to mark the ISS's current location, and an augmented reality feature which allows the user to see a marker through their camera showing where the station is in the sky. Users can then tweet photos they take of the station.*

This project is solving the [**Spot the Station**](https://2013.spaceappschallenge.org/challenge/spot-the-station) challenge.

**Description**

The ISS Base Station is a hardware-software co-design project both expanding the Spot The Station web app and allowing for a physical manifestation of its data. The software side of the project consists of a simple, Santa Tracker-style web app which tracks the position of the ISS in real time over a map of the world, and connects to an augmented-reality iOS app which allows the user to track the station in the sky. The hardware side consists of a physical device which receives data from the app and points at the current location of the space station, and lights up when the station is within a user-defined area. Our code can be found at https://github.com/dgiovann/ISS\_BASE\_STATION\_HARDWARE https://github.com/dgiovann/ISS\_BASE\_STATION\_SOFTWARE and https://github.com/DanGe42/iss-leaflet

If you'd like to get involved, drop us an email at [[email protected]](http://www.cloudflare.com/email-protection)

**Project Information**

* License: [MIT License](http://opensource.org/licenses/MIT)
* Source Code/Project URL: <https://github.com/dgiovann/ISS_BASE_STATION>

**Resources**

* Hardware Code Repository: <https://github.com/dgiovann/ISS_BASE_STATION_HARDWARE>
* App Code Repository: <https://github.com/dgiovann/ISS_BASE_STATION_SOFTWARE>
* Web App Code Repository: <https://github.com/DanGe42/iss-leaflet>
* Presentation Demo: <https://www.youtube.com/watch?v=znYH_6xRxg0>