

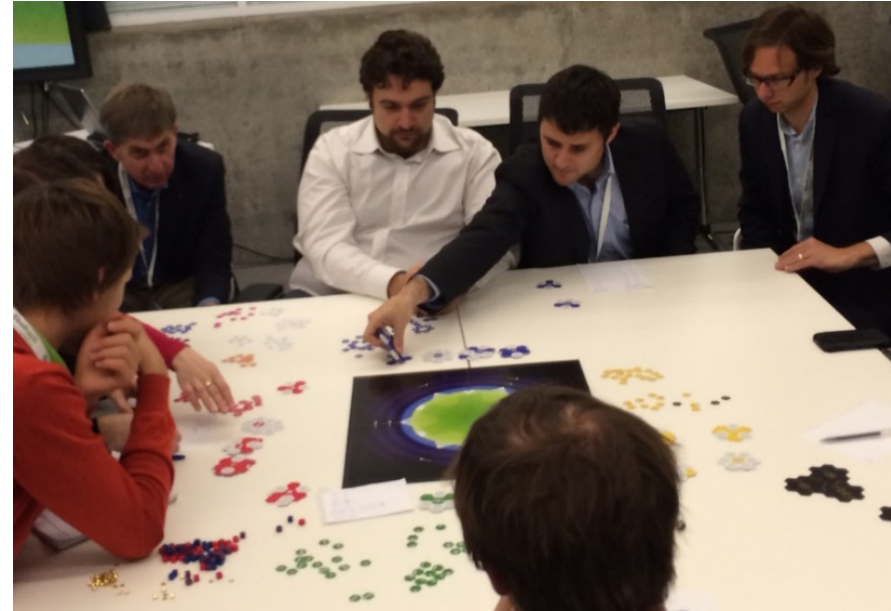
**DCC'16 Workshop on Games  
for Design Research and Education**

**Orbital Federates**

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# Orbital Federates

- Purpose: exploration (and teaching)
- Context: federated satellite systems (FSS)
- Interactive board game
  - Low cost, simplified model
  - Operate satellites for profit
  - Compete or collaborate
- Observe in game-play:
  - How and why do players choose to collaborate?
  - What mechanisms or incentives improve collaboration?

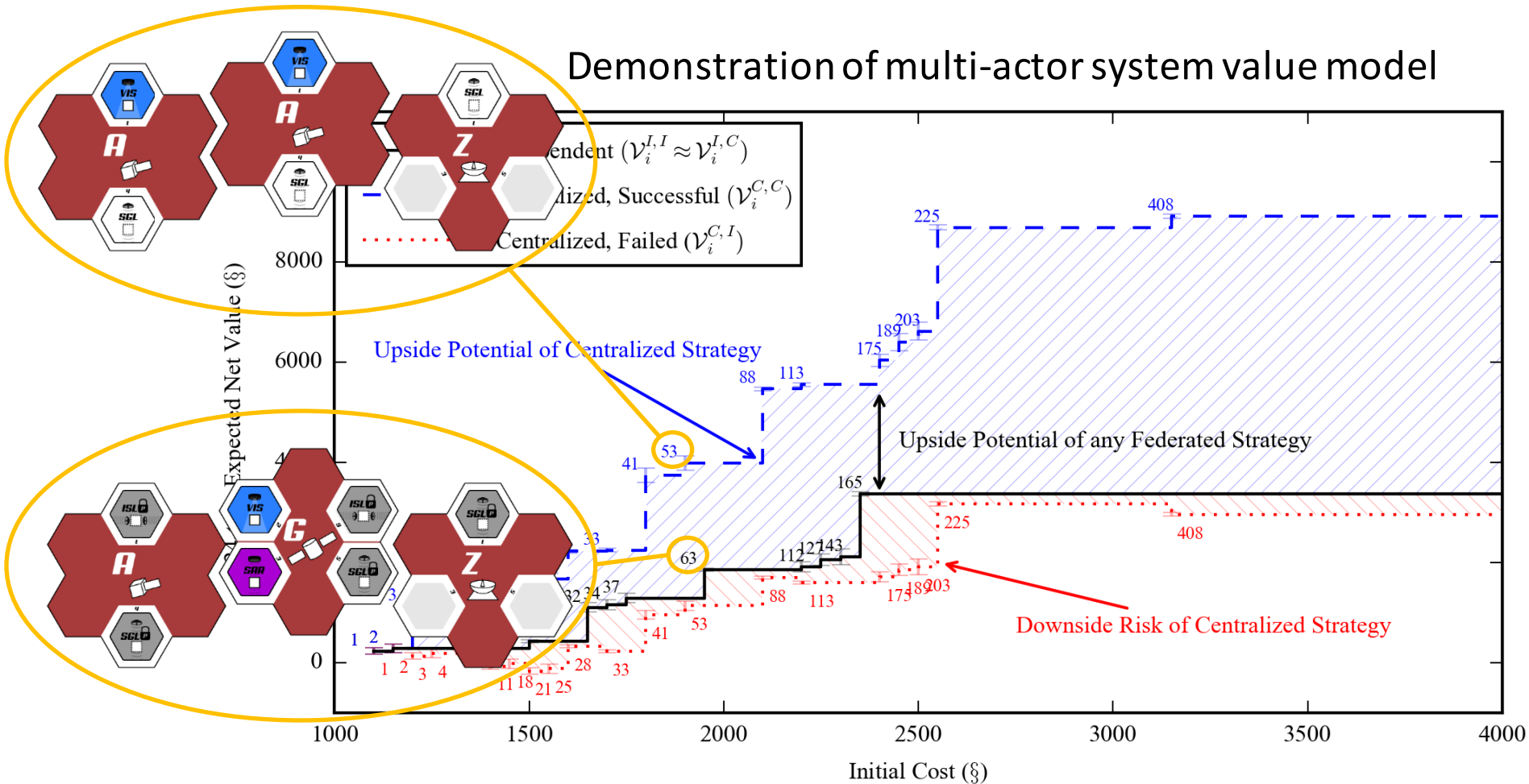


P.T. Grogan and O.L. de Weck (2015). "Interactive Simulation Games to Assess Federated Satellite System Concepts," 2015 IEEE Aerospace Conference.

# Orbital Federates *Simulation*



## Demonstration of multi-actor system value model



PT. Grogan et al. (2016). "Bounding the Value of Collaboration in Federated Systems," 2016 IEEE International Systems Conference.



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