

Simulacron-3	10:30	00:30	Day: 4	Track: Science	en	
Chef: 2433	Lindworm: 5463	Emergency: 112	Security: 110	Heaven: 1023	Speakers Desk: 1020	Info Desk: 1111
Translation: 8012						

Title:	Analogue Mission Simulations
Subtitle:	Wait what? Why not digital?
Speaker:	Karsten Becker
Short:	<i>When you plan to send a rover to the moon, there are many things that can go wrong. Some are technical glitches, other are from the organisation. With an Analogue Mission Simulation we try to find those glitches before landing on the moon. In this presentation we plan to talk about the how, why and the neat technical challenges that come with such an event.</i>