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

Title: Analogue Mission Simulations

Subtitle: Wait what? Why not digital?

Speaker: Karsten Becker

Short: 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.