

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.*