

WHAT TO INCLUDE ON THE PROJECT SUBMISSION PAGE



The screenshot shows a web interface for a project submission. At the top, there are three tabs: 'About', 'Project', and 'Members'. The 'Project' tab is selected. Below the tabs, the title 'HIGH LEVEL SUMMARY' is displayed in large, bold, yellow letters. To the left of the main content area, there is a vertical sidebar with several menu items: 'PROJECT SUBMISSION', 'HIGH-LEVEL SUMMARY', 'PROJECT DEMO', 'FINAL PROJECT', 'PROJECT DETAILS', and 'USE OF ARTIFICIAL INTELLIGENCE'. The 'HIGH-LEVEL SUMMARY' item is highlighted. The main content area contains a section titled 'Challenge: NASA in Your Neighborhood' with a paragraph of text and a blue 'Edit Details' button. Below this, there is an 'Outline' section with a numbered list of seven items: 1. High-Level Summary, 2. Project Demo, 3. Final Project, 4. Project Details, 5. Use of Artificial Intelligence, 6. Space Agency Data, and 7. References.

- Provide a high-level summary of your project. What did you develop? How does it address the challenge? Why is it important?

WHAT TO INCLUDE ON THE PROJECT SUBMISSION PAGE



Provide a short demonstration ("demo") of your project. Only include ONE link:

- *Slide presentation (7-slides)*
If you include a title slide, it counts!
OR
- *Video presentation (30-seconds)*

Upload your demo to an external site (a cloud-based hosting service or code repository, e.g. YouTube, Google Drive, GitHub, One Drive, Dropbox, etc.) and provide a publicly accessible link.

Confirm it does not require a password, permission, or registration in order to access your project demo. Test it with non-logged in users to confirm³ public access.

About Project Members

PROJECT SPACE APPS ALL STARS

HIGH-LEVEL SUMMARY

N/A

PROJECT DEMO

N/A

FINAL PROJECT

N/A

PROJECT DETAILS

N/A

USE OF ARTIFICIAL INTELLIGENCE

N/A

Project Space Submission for

You are the team owner.

[Edit Details](#)

Challenge:

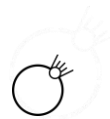
NASA in Your Neighborhood

Satellites can tell us a lot about the Earth system. We can learn about air quality, water quality, tree canopy, and even urban heat from the vantage point of space. This information is even more powerful when combined with information about people living on the ground. Your challenge is to look around your neighborhood or town and formulate a question about how the environment and humans are related, research the question using data from NASA satellites and information about people, and present your findings in a creative way.

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TIPS ABOUT PROJECT DEMOS



“Demos” are often one of the first things that Global Judges look at to determine whether a project deserves additional attention.

Plan Ahead



Decide early whether to create a **video** or **slide deck**, and consider the question, “What story does my team want to tell?”

Delegate



Assign a teammate to lead the Demo creation.

Visual

Storytelling



There are two formats to submit your Project Demo. Regardless of which one you use, be sure to use strong visuals and ensure readability.

Restrictions



The video should be maximum 30 seconds; the slide deck should be maximum 7 slides.

Judging Criteria



- Projects will be evaluated using five criteria: Impact, Creativity, Validity, Relevance, Presentation.

PROJECT DEMOS - SLIDE DECK TIPS



1

Exploring Biodiversity Hotspots

Explore a Biodiversity Hotspot with Imaging Spectroscopy

Team: \$quality_over_quantity

Lai, Yung-Tsai
Hui-Chu Chen

2

Meet EMIT

EMIT is a mission to explore biodiversity hotspots of plants with imaging spectroscopy

Example: Processing the Raw Data of EMIT

How to Detect Plant Biodiversity with EMIT

Biodiversity Hotspot Explorer

Space Apps 2023

Explore a Biodiversity Hotspot with Imaging Spectroscopy

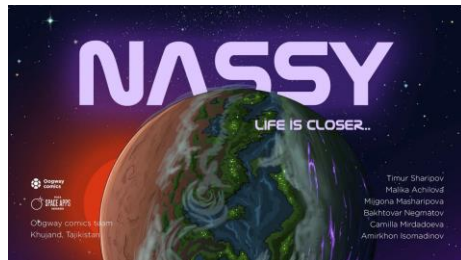
+ Join the Challenge

Team: \$quality_over_quantity

Lai, Yung-Tsai
Hui-Chu Chen

TUAN, HSIANG
TZU WEI, YANG

2023 - Team Quality over Quantity, Kaohsiung, Taiwan



2023 - Team Oogway Comics, Dushanbe, Tajikistan

Slide Tips

- Choose a template with readable font size and limit the number of words on each slide
- Incorporate strong visuals to help tell the story of your project

Your slides should include:

- Team Name; Team member names; Challenge
- Display an image of the project
- Describe the user experience
- Include how space agency open data and tech make your solution possible

PROJECT DEMOS - VIDEO TIPS



0:00 INTRODUCE YOURSELF

What is your name and your team's name?

0:02 LEAD US IN

What NASA International Space Apps Challenge does your solution address?
What inspired your team to choose this challenge?

0:05 NAME YOUR SOLUTION

Provide a title and tagline of your project to catch your audience's attention.
What problem does it solve?
What do people gain?
Where is the opportunity?

0:10 DESCRIBE YOUR IDEA

How does it work?
Display images or a prototype (optional screen share)
Describe a user's experience.
How did using NASA data make your solution possible?

0:20 LOOK INTO THE FUTURE

Paint a picture
What will your idea change?
Captivate your audience with what it could be.
What can your solution do for people, the world, and beyond?

0:30 End

Example Demo Project Demos



2023 - Team Space Bee, United States

Example Demo Project Demos



2023 - Team Storm Prophet, Kyiv, Ukraine

Example Demo Project Demos



2023 - Space Quest Maidens, Campinas,
Brazil

WHAT TO INCLUDE ON THE PROJECT SUBMISSION PAGE



Share a publicly accessible link to your final project. Only include ONE link.

- Upload your final project to an external site (a cloud-based hosting service or code repository, e.g. YouTube, Google Drive, Figma, GitHub, One Drive, Dropbox, etc.) and provide a publicly accessible link.

Confirm it does not require a password, permission, or registration in order to access your project demo. Test it with non-logged in users to confirm public access.

About Project Members

PROJECT SPACE API'S ALL STARS

HIGH-LEVEL SUMMARY

N/A

PROJECT DEMO

N/A

FINAL PROJECT

N/A

PROJECT DETAILS

N/A

USE OF ARTIFICIAL INTELLIGENCE

N/A

LINK TO FINAL PROJECT

Project Submission for

You are the team owner.

[Edit Details](#)

Challenge:

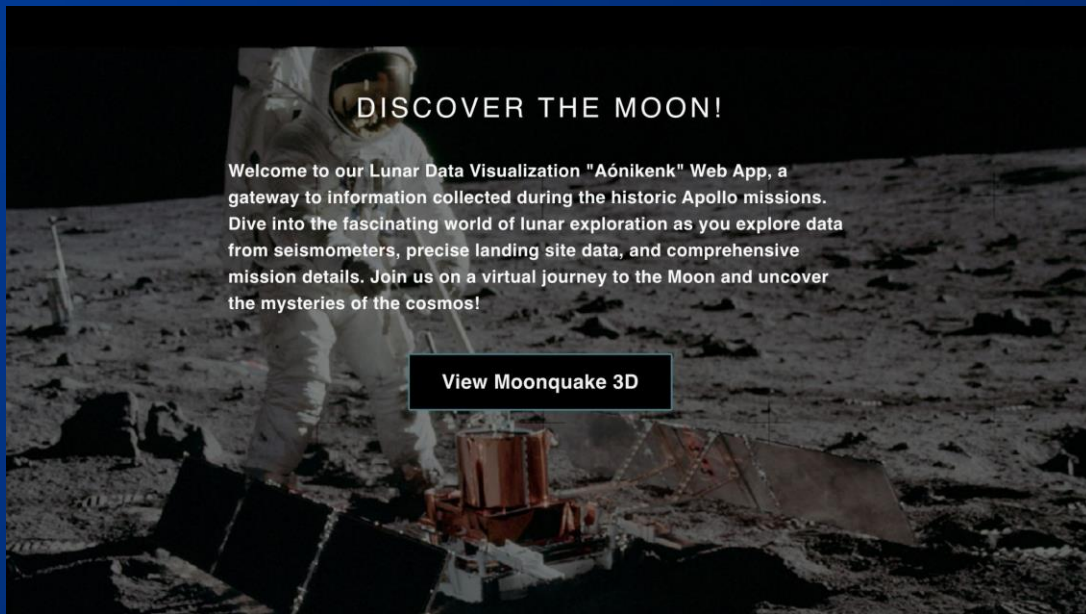
NASA in Your Neighborhood

Satellites can tell us a lot about the Earth system. We can learn about air quality, water quality, tree canopy, and even urban heat from the vantage point of space. This information is even more powerful when combined with information about people living on the ground. Your challenge is to look around your neighborhood or town and formulate a question about how the environment and humans are related, research the question using data from NASA satellites and information about people, and present your findings in a creative way.

Outline

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Example Final Project Links



2023 - Team Space Bee, United States

Example Final Project Links

The screenshot shows the GitHub repository page for **Wizard2007 / storm-prophet**. The repository is public and has 3 forks and 7 stars. The main branch is **main**, with 1 branch and 0 tags. The repository contains a file tree with the following files and their commit history:

File	Commit Message	Commit Time
src	add RSSS	10 months ago
.gitattributes	Initial commit	10 months ago
.gitignore	Initial commit	10 months ago
LICENSE	Initial commit	10 months ago
README.md	Update README.md	10 months ago

The **README** file contains the following text:

NASA space app challenge 2023 team Storm-prophet

The challenge

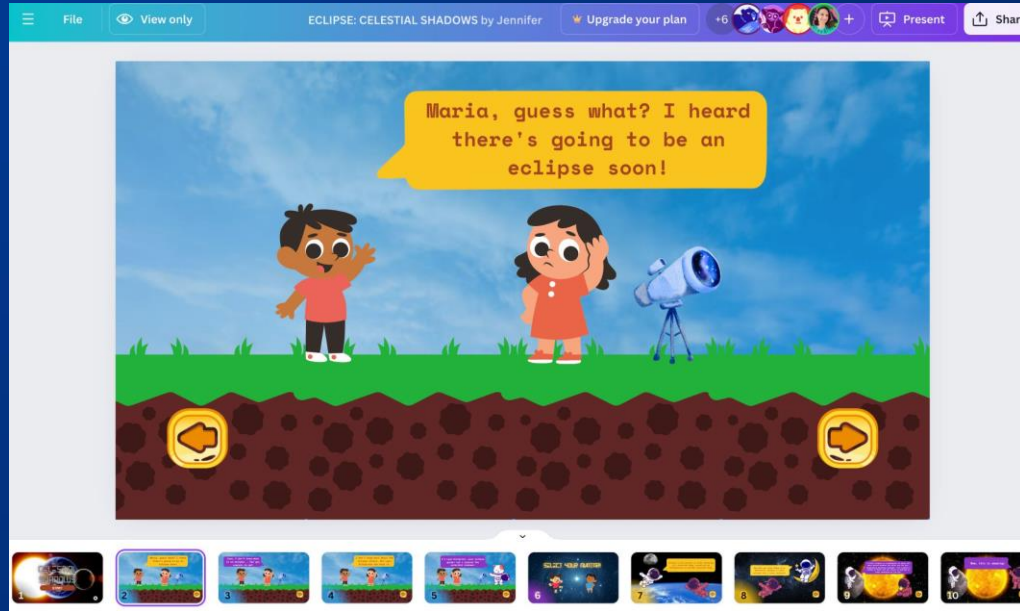
When operating reliably, the National Oceanic and Atmospheric Administration's (NOAA's) space weather station, the Deep Space Climate Observatory (DSCOVR), can measure the strength and speed of the solar wind in space, which enables us to predict geomagnetic storms that can severely impact important systems like GPS and electrical power grids on Earth. DSCOVR, however, continues to operate past its expected lifetime and produces

The right sidebar shows the repository's metadata and links:

- About:** No description, website, or topics provided.
- Readme:** Link to the README file.
- MIT license:** Link to the MIT license.
- Activity:** Link to the repository's activity.
- 7 stars:** Link to the repository's star history.
- 1 watching:** Link to the repository's watchers.
- 3 forks:** Link to the repository's forks.
- Report repository:** Link to report the repository.
- Releases:** No releases published.
- Packages:** No packages published.
- Contributors (2):** Wizard2007 (Yevhen Tatarynov) and NastyaVcodin (Anastasiia Lukia).

2023 - Team Storm Prophet, Kyiv, Ukraine

Example Final Project Links



2023 - Space Quest Maidens, Campinas,
Brazil

WHAT TO INCLUDE ON THE PROJECT SUBMISSION PAGE



Provide additional details about your project. Some questions to consider:

- What exactly does it do?
- How does it work?
- What benefits does it have?
- What do you hope to achieve?
- What tools, coding languages, hardware, or software did you use to develop your project?

About Project Members

PROJECT DETAILS

PROJECT SPACE ARTS ALL STARS

HIGH-LEVEL SUMMARY

N/A

PROJECT DEMO

N/A

FINAL PROJECT

N/A

PROJECT DETAILS

N/A

USE OF ARTIFICIAL INTELLIGENCE

N/A

Project Details Submitted for

You are the team owner.

[Edit Details](#)

Challenge:

NASA in Your Neighborhood

Satellites can tell us a lot about the Earth system. We can learn about air quality, water quality, tree canopy, and even urban heat from the vantage point of space. This information is even more powerful when combined with information about people living on the ground. Your challenge is to look around your neighborhood or town and formulate a question about how the environment and humans are related, research the question using data from NASA satellites and information about people, and present your findings in a creative way.

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About Project Members

USE OF A.I.

PROJECT SPACE APPS ALL STARS

HIGH-LEVEL SUMMARY

N/A

PROJECT DEMO

N/A

FINAL PROJECT

N/A

PROJECT DETAILS

N/A

USE OF ARTIFICIAL INTELLIGENCE

N/A

SPACE AGENCY
DATA

Project Requires Submission for
2024

You are the team owner.

[Edit Details](#)

NASA in Your Neighborhood

Challenges can tell us a lot about the Earth system. We can learn about air quality, water quality, tree canopy, and even urban heat from the vantage point of space. This information is even more powerful when combined with information about people living on the ground. Your challenge is to look around your neighborhood or town and formulate a question about how the environment and humans are related, research the question using data from NASA satellites and information about people, and present your findings in a creative way.

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- Provide specific details about what AI tools (if any) you used - The answer to this question will not negatively impact the judging of your project.
- What NASA and NASA Space Apps Challenge Space Agency Partner data did you use in your project? How did you use it? How did it inspire your project?
 - You are also highly encouraged to use data or resources from the 2024 Space Apps Space Agency Partners

WHAT TO INCLUDE ON THE PROJECT SUBMISSION PAGE



About Project Members

PROJECT SPACE APPS ALL-STARS

HIGH-LEVEL SUMMARY

N/A

PROJECT DEMO

N/A

FINAL PROJECT

N/A

PROJECT DETAILS

N/A

USE OF ARTIFICIAL INTELLIGENCE

N/A

REFERENCES

Project Requires Submission for Judging

You are the team owner.

Project Details

Challenge:

NASA in Your Neighborhood

Satellites can tell us a lot about the Earth system. We can learn about air quality, water quality, tree canopy, and even urban heat from the vantage point of space. This information is even more powerful when combined with information about people living on the ground. Your challenge is to look around your neighborhood or town and formulate a question about how the environment and humans are related, research the question using data from NASA satellites and information about people, and present your findings in a creative way.

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- List all of the data, resources, and tools used in your project. Resources should include any code, text, and images (even if they are open source or freely available) that you used when creating your project.
- Not all of the challenges require participants to engage with data in the same way. Some challenges may only ask that participants be “inspired” by the data. Others will ask participants to integrate the data.
- Suggested space-based data is provided for each of the challenges under the “Resources” tab

WHAT TO INCLUDE ON THE PROJECT SUBMISSION PAGE



About Project Members

PROJECT SPACE APPS ALL-STARS

HIGH-LEVEL SUMMARY

N/A

PROJECT DEMO

N/A

FINAL PROJECT

N/A

PROJECT DETAILS

N/A

USE OF ARTIFICIAL INTELLIGENCE

N/A

REFERENCES

Project Requires Submission for Judging

You are the team owner.

Project Details

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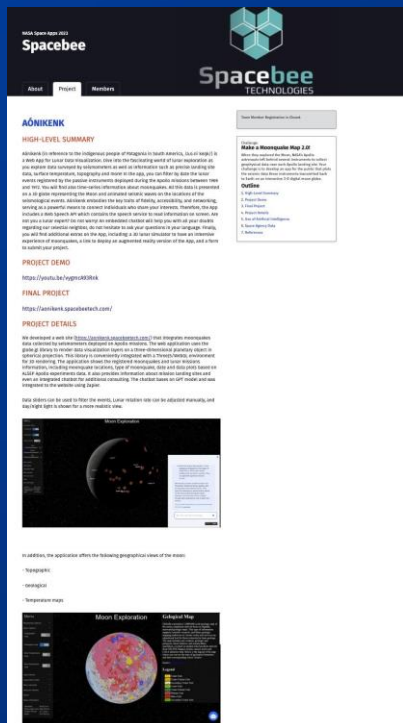
Outline

1. High-Level Summary
2. Project Demo
3. Final Project

- If you are using any copyrighted materials, make sure you have permission to use them.
- Any citation format is acceptable - no specific citation style is required

Remember: You are welcome to use any open data in your project. However, to be eligible for a Global Award, you must use data or resources from NASA.

Example Project Submission Pages



Spacebee
TECHNOLOGIES

About Projects Members

MOON EXPLORATION

HIGH-LEVEL SUMMARY

Abstract: An overview of the high-level purpose of the project, its goals, and its impact. It should be clear and concise, providing a high-level overview of the project's purpose and goals. It should be clear and concise, providing a high-level overview of the project's purpose and goals.

Project Details:

- Project Name: Moon Exploration
- Project ID: 123456789
- Project Status: In Progress
- Project Manager: John Doe
- Project Start Date: 2023-01-01
- Project End Date: 2023-12-31

Project Description:

The project aims to explore the Moon's surface and atmosphere, providing valuable data for future lunar exploration. The project will involve a series of experiments and observations, including the deployment of a lander and the collection of samples. The project will also involve the development of a lunar base and the establishment of a lunar colony.

Project Goals:

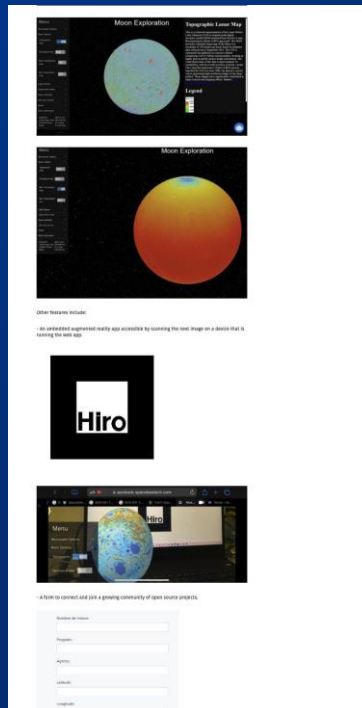
- Explore the Moon's surface and atmosphere.
- Collect samples from the Moon's surface.
- Develop a lunar base and establish a lunar colony.

Project Deliverables:

- Report on the project's progress and findings.
- Report on the project's budget and financial status.
- Report on the project's impact and future plans.

Project Contact Information:

Project Manager: John Doe
Email: john.doe@spacebee.com
Phone: +1 123 456 7890



Hiro

Moon Exploration

Other features include:

- Interactive map of the Moon's surface.
- 3D model of the Moon's surface.
- Real-time data from the Moon's surface.

Project Details:

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- Project ID: 123456789
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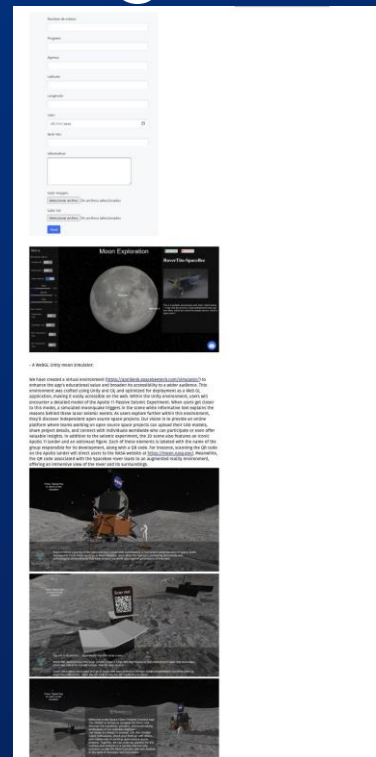
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- Report on the project's budget and financial status.
- Report on the project's impact and future plans.

Project Contact Information:

Project Manager: John Doe
Email: john.doe@hiro.com
Phone: +1 123 456 7890



Apollo 17 Scientific Experiments Package (SEP)

Project Details:

- Project Name: Apollo 17 Scientific Experiments Package (SEP)
- Project ID: 123456789
- Project Status: In Progress
- Project Manager: John Doe
- Project Start Date: 2023-01-01
- Project End Date: 2023-12-31

Project Description:

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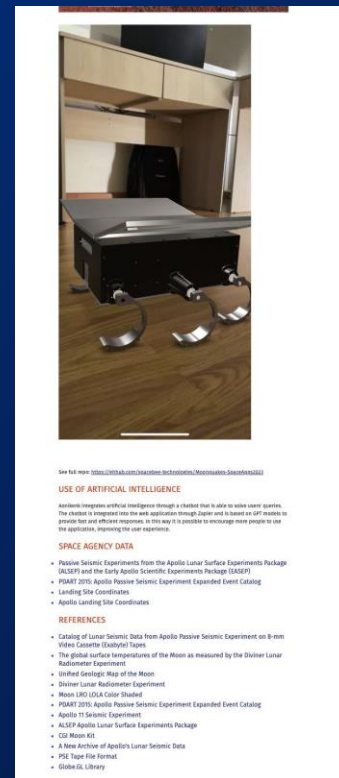
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- Develop a lunar base and establish a lunar colony.

Project Deliverables:

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- Report on the project's impact and future plans.

Project Contact Information:

Project Manager: John Doe
Email: john.doe@apollo17.com
Phone: +1 123 456 7890



Apollo 17 Scientific Experiments Package (SEP)

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- Project Start Date: 2023-01-01
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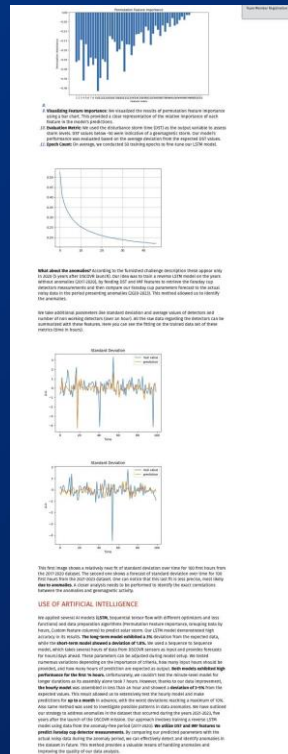
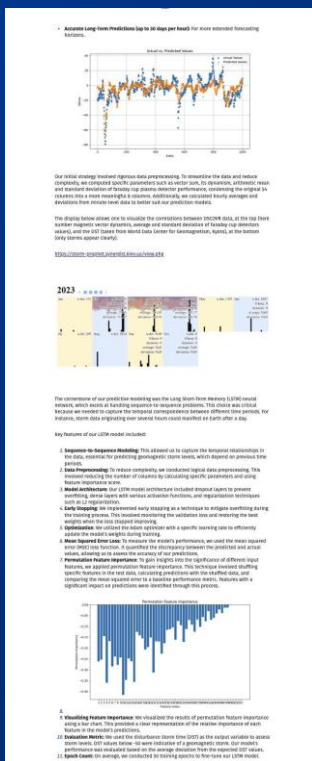
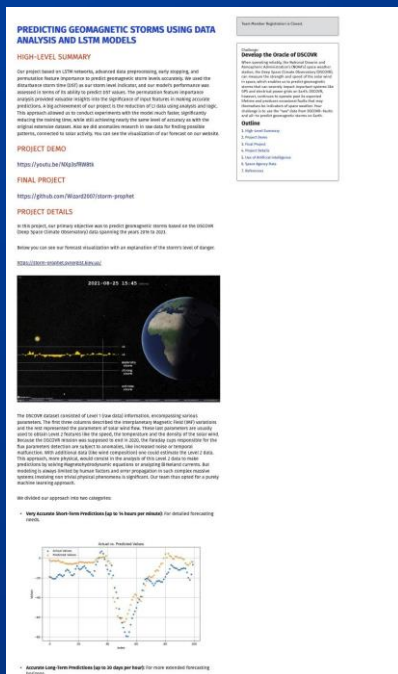
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Project Contact Information:

Project Manager: John Doe
Email: john.doe@apollo17.com
Phone: +1 123 456 7890

2023 - Team Space Bee, United States

Example Project Submission Pages



This first image shows a relatively neat fit of standard deviation over time for 100 first hours from the 2017-2020 dataset. The second one shows a forecast of standard deviation over time for 100 first hours from the 2021-2023 dataset. One can notice that this last fit is less precise, most likely **due to anomalies**. A closer analysis needs to be performed to identify the exact correlations between the anomalies and geomagnetic activity.

USE OF ARTIFICIAL INTELLIGENCE

We applied several AI models (LSTM, Sequence tensor flow with different optimizers and loss functions) and data preparation algorithms (Permutation Feature importance, Grouping data by hour, Correlation matrix, etc.) to find the best model for our task. We achieved a 90% accuracy in its results. The **long-term model exhibited a 3% deviation** from the expected data, while the **short-term model showed a deviation of 1.8%**. We used a Sequence to Sequence model, which takes several hours of data from DSCGVN sensors as input and provides forecasts for the next 12 hours. The model's performance was evaluated using a validation set consisting of numerous variations depending on the importance of criteria, how many input hours should be provided, and how many hours of prediction are expected as output. **Both models exhibited high performance for the first 14 hours**. Unfortunately, we couldn't test the **multi-model** for forecasting the next 24 hours. The **long-term model** showed a **deviation of 3%** from the expected data, while the **hourly model** was assembled in less than an hour and showed a **deviation of 3%** from the expected values. This result allowed us to extensively test the hourly model and make predictions for the next 24 hours.

Another method we used to investigate possible patterns in data anomalies. We have outlined our strategy to analyze anomalies in the dataset that occurred during the years 2021-2023, five years after the launch of the DSCGVN monitor. Our approach involved training a reverse LSTM model on the data from 2018 to 2021, which was then used to predict the data from 2022 to 2023. **Our prediction task for detector measurements**, by comparing our predicted parameters with the actual noisy data during the anomaly period, can we effectively detect and identify anomalies in the data. This approach provides a valuable means of handling anomalies and improving the quality of our data analysis.

SPACE AGENCY DATA

- Develop the Oracle of DSCOVER - Experimental Data Repository

REFERENCES

- Model source code & web site repository
- Long short-term memory wiki
- TensorFlow
- Random Forest
- Feature Importance
- Library for visualisation on site
- Python to run AI models and make plots
- DST data

2023 - Team Storm Prophet, Kyiv, Ukraine



AÓNIKENK

HIGH-LEVEL SUMMARY

Aónikenk (in reference to the indigenous people of Patagonia in South America, /a.o.ni' kenk/) is a **Web App** for Lunar Data Visualization. Dive into the fascinating world of lunar exploration as you explore data surveyed by seismometers as well as information such as precise landing site data, surface temperature, topography and more! In the app, you can filter by date the lunar events registered by the passive instruments deployed during the Apollo missions between 1969 and 1972. You will find also time-series information about moonquakes. All this data is presented on a 3D globe representing the Moon and animated seismic waves on the locations of the seismological events. Aónikenk embodies the key traits of fidelity, accessibility, and networking, serving as a powerful means to connect individuals who share your interests. Therefore, **the App includes a Web Speech API which contains the speech service** to read information on screen. Are not you a lunar expert? Do not worry! An embedded chatbot will help you with all your doubts regarding our celestial neighbor, do not hesitate to ask your questions in your language. Finally, **you will find additional extras on the App**, including: a 3D lunar simulator to have an immersive experience of moonquakes, a link to deploy an augmented reality version of the App, and a form to submit your project.

PROJECT DEMO

<https://youtu.be/vygmCA93Rnk>

FINAL PROJECT

<https://aonikenk.spacebeetech.com/>

PROJECT DETAILS

We developed a web site (<https://aonikenk.spacebeetech.com/>) that integrates moonquakes data collected by seismometers deployed on Apollo missions. The web application uses the globe.gl library to render data visualization layers on a three-dimensional planetary object in spherical projection. This library is conveniently integrated with a ThreeJS/WebGL environment for 3D rendering. **The application shows the registered moonquakes and lunar missions information, including moonquake locations, type of moonquake, date and data plots based on ALSEP Apollo experiments data. It also provides information about mission landing sites and even an integrated chatbot for additional consulting. The chatbot bases on GPT model and was integrated to the website using Zapier.**

Data sliders can be used to filter the events, Lunar rotation rate can be adjusted manually, and day/night light is shown for a more realistic view.

Team Member Registration is Closed.

Challenge:

Make a Moonquake Map 2.0!

When they explored the Moon, NASA's Apollo astronauts left behind several instruments to collect geophysical data near each Apollo landing site. Your challenge is to develop an app for the public that plots the seismic data these instruments transmitted back to Earth on an interactive 3-D digital moon globe.

Outline

1. High-Level Summary
2. Project Demo
3. Final Project
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Example Project Submission Pages

Space Quest Maidens - Donzelas da Missão Espacial

About | Project | Members

ECLIPSE: CELESTIAL SHADOWS

HIGH-LEVEL SUMMARY

Eclipse: Celestial Shadows is an educational tool designed to teach children and teenagers (elementary and middle school) about the mechanics of eclipses. The game is a combination of a trivia game and a story game. The goal is to educate the player about the different types of eclipses (solar, lunar, and annular) and the science behind them. The game is designed to be both fun and educational, with a focus on providing accurate information about the science of eclipses. The game is designed to be both fun and educational, with a focus on providing accurate information about the science of eclipses.

PROJECT GOALS

The goal of this project is to create an educational tool that teaches children and teenagers about the science of eclipses. The game is designed to be both fun and educational, with a focus on providing accurate information about the science of eclipses.

FINAL PROJECT

The final project is a game that teaches children and teenagers about the science of eclipses. The game is designed to be both fun and educational, with a focus on providing accurate information about the science of eclipses.

PROJECT DETAILS

The project details include the following information:

- What does it do?** The game is designed to teach children and teenagers about the science of eclipses. It includes a trivia game and a story game. The goal is to educate the player about the different types of eclipses (solar, lunar, and annular) and the science behind them.
- How does it work?** The game is designed to be both fun and educational, with a focus on providing accurate information about the science of eclipses. It includes a trivia game and a story game. The goal is to educate the player about the different types of eclipses (solar, lunar, and annular) and the science behind them.
- What are the features?** The game includes a trivia game and a story game. The goal is to educate the player about the different types of eclipses (solar, lunar, and annular) and the science behind them.
- What are the benefits?** The game is designed to be both fun and educational, with a focus on providing accurate information about the science of eclipses. It includes a trivia game and a story game. The goal is to educate the player about the different types of eclipses (solar, lunar, and annular) and the science behind them.

1. The story is what?

The game is designed with the goal of providing the difficulty in learning about eclipses (solar and lunar).



As the player progresses through the game, the player will learn about the science of eclipses. The game is designed to be both fun and educational, with a focus on providing accurate information about the science of eclipses.

2. What does it do?

The game is designed to teach children and teenagers about the science of eclipses. It includes a trivia game and a story game. The goal is to educate the player about the different types of eclipses (solar, lunar, and annular) and the science behind them.

3. How does it work?

The game is designed to be both fun and educational, with a focus on providing accurate information about the science of eclipses. It includes a trivia game and a story game. The goal is to educate the player about the different types of eclipses (solar, lunar, and annular) and the science behind them.

4. What are the features?

The game includes a trivia game and a story game. The goal is to educate the player about the different types of eclipses (solar, lunar, and annular) and the science behind them.

5. What are the benefits?

The game is designed to be both fun and educational, with a focus on providing accurate information about the science of eclipses. It includes a trivia game and a story game. The goal is to educate the player about the different types of eclipses (solar, lunar, and annular) and the science behind them.

1. Camera
2. Chat GPT

USE OF ARTIFICIAL INTELLIGENCE

We use ChatGPT to assist in our research on eclipses and in translating our texts into English.

SPACE AGENCY DATA

- Eclipses
- Nasa Eclipse Science
- Types of Solar Eclipses

REFERENCES

- ChatGPT
- Solar Eclipse: How It Occurs
- Eclipse Lunar
- NASA Highlights
- How often does a solar eclipse occur?
- Lunar Eclipse Video

2023 - Space Quest Maidens, Campinas, Brazil

BEFORE SUBMITTING FOR JUDGING:



- Ensure that all team members are registered and identified on the team's Project Page.
- Teams will not be able to add new members after project submission has closed.
- Ensure that the project does not contain profanity or inappropriate language.
- Use English language on the project submission page, Final Project link and Demo Video or Deck
 - Exception: If your team chooses to create a video for the Project "Demo," you can speak in another language. However, it **MUST** include English language subtitles.

HOW TO SUBMIT THE PAGE FOR JUDGING:



If you have not completed all of the required sections on the Project page, you will not be allowed to proceed.

- Once you're ready to submit your project select "Submit for Judging"
- If your project was submitted successfully, a banner will appear at the top of your screen along with a confirmation message.

You may edit and resubmit your project as many times as you'd like until the end of the hackathon.

Only your last saved submission will be reviewed by the judges

HOW TO SUBMIT THE PAGE FOR JUDGING:



The screenshot shows a submission modal with the title "Project Requires Submission for Judging" in red. At the top right is a "Lock" toggle switch set to "OFF". Below the title are three buttons: a blue "Save Draft" button with a checkmark icon, a yellow "Publish" button with a document icon, and a yellow "Submit for Judging" button with a hand cursor icon. A large green arrow points to the "Submit for Judging" button. A "Close" link is visible in the bottom right corner of the modal.

NASA reserves the right to disqualify nominations, awards, or winner status for any team in violation of these confirmations:

*I have read and understand the program's submission requirements as contained in the **Space Apps 2024 Project Submission Guide** and the <https://www.spaceappschallenge.org/legal/>, and I fully agree to them.*

I confirm that the submitted project represents my team's original work and that all external resources including code, text and images (even if they are open source or freely available) used in the solution are listed in the References field of the project submission form. In creating our solution, my team has not used any copyrighted materials (i.e., music, images, text, etc.) that we don't have permission to use.



THANK
YOU



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