



Ottawa Carleton Educational Space Simulation

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Simulator Application Form

Simulators are responsible for implementing all of the incidents that take place during the course of the mission. They also prepare the planetary surface, add features to address the goals of the mission (samples to find, etc.). Simulators monitor the astronauts, and mission control to a certain extent, to make sure that the appropriate actions and procedures are carried out and that any inappropriate actions generate the necessary consequences. All of these components of add to the realism of the mission activity.

The training may entail a process of elimination if enough people sign up.

Complete the rest of this form and submit it to the teacher advisor who will pass it on to the simulator commander.

Do not be intimidated by happy fun questions. There are no wrong answers. Continue any discussion on another sheet of paper if needed.

- 1) Name: _____
Years in sim (including this year): _____
Past positions held in space sim: _____

- 2) What are your past experiences in and contributions to space sim?

- 3) a) What did you think of the past year's mission? (good things and not-so-good things)
b) How could it have been better? (how would you address the above points)

- 4) One of the critical aspects of good simulating is well controlled creativity.
a) Describe a mission incident (accident, malfunction, discovery, etc.) that you would like to see happen in a mission (not necessarily this year's mission). Do not chose an asteroid impact.

- b) It is important that any incident be an effective test of the abilities of astronauts and MC, otherwise it simply generates frustration rather than contribute to the mission. Obviously, some unexpected things do happen, especially in space. However, in a week-long event, incidents must be resolvable in the time allowed. It is important that each incident actually have a solution.
- i) Outline at least two ways that astronauts and MC could deal with your incident.
 - ii) What sort of prior training would be important for the astronauts and mission control staff need to effectively deal with your incident.
 - iii) People often come up with novel ways of dealing with problems. How would you, as a simulator, set up your incident so that you could accommodate unexpected responses from the astronauts and MC.
- c) Simulators are a team. People often disagree on the way to do things. In simulating, you often are in a position of having limited time to make a decision (spacecraft move fast, after all) and you may be in a location where you cannot talk even in a conversational voice without being heard by the astronauts. What practices can you envision that would better guarantee that simulators successfully agree on how to implement your incident and react to astronaut and MC decisions in the time allowed while remaining covert? Does one person have to be given the final call? If so, who should it be?

5) Why is it important that simulators be part of the process of planning the goals and plan for the mission?

6) Why is it important that simulators remain covert before, during, and after the mission?