Summer 2020

Department of Mechanical & Aerospace Engineering

Space Debris: Past & Future

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Overview of Session:

1. A Brief History of Space Debris
2. Assemble VR Headsets
3. Chase down Debris in GEO, MEO and LEO
4. Future uses of space

1. A Brief History of Space Debris

Pay particular attention to what to the different roles that satellites play over time and the different causes of space debris.

2. Assemble VR Headsets

Unfortunately, we can't give out headsets but you can build or get your own at:

https://arvr.google.com/cardboard/get-cardboard/#build-it

~~You will each be given a VR Headset, it works with your smartphone and will allow you to view and fly through a simulation of all of the space debris currently in Earth orbit. Follow the ordered steps printed on the outer packaging, if you are unsure have a look at one of the prebuilt headsets.~~

Once you have your headset completed head to:

vr.stugrey.com

3. Chase down Debris in GEO, MEO and LEO

You should now be able to view the Earth and all of the objects surrounding it. How many objects do you think there are?

4. Future uses of Space

1. Global Internet Access
2. Global Real-Time Video
3. Orbital/Sub-Orbital Transport

In your groups:

4.1 Write down as many benefits as you can about each of the technologies above
4.2 Choose the technology that you think will benefit society the most.
4.3 Design a poster to show the benefit of your chosen technology to the general public