



Teaching your Robot to Fetch:

NASA Robotic Systems for ISRU Missions

July 31, 2019; 2:00pm CT

Live Q&A

Q: What was the grade level range for the participants in Phase 1?

A: Phase 1 did not have a minimum age for participation, and the youngest participating team was high school level. Phase 2 has a minimum age requirement of 18.

Q: What is the URL for the video?

A: <https://youtu.be/68Ap-qcubtk>

Q: Will there also be a collaboration with European Nations?

A: There isn't a collaboration with European Nations, but there could be opportunities to speak to interested international supporters. For the purposes of competitors, the SRC2 is open to global competitors that meet the eligibility requirements as stated in the Official Rules.

Q: Will SRC2 be focused on just coding, or hardware as well?

A: SRC2 is a virtual competition that is focused on coding.

Q: Will this presentation be uploaded at a later time so it can be re-watched?

A: Yes, the recording will be posted on the Challenge site.

Q: Could prize and hardware challenges be more open to international teams/companies?

A: Centennial Challenges cannot pay prize money directly to international competitors, but teams that have international members may be eligible to win prize money. Teams should check the Official Rules for full details.

Q: When will the details for the platform competitors will be coding released?

A: Interested competitors should check spacecenter.org/SRC for details around the release of the Challenge.

Q: Which simulator will be used for the Challenge?

A: Interested competitors should check spacecenter.org/SRC for details around the release of the Challenge.

Q: What is NASA's largest benefit from the Challenge?

A: NASA sees the benefit as having people contribute to some of our challenges, especially in robotics, and providing solutions that we may not discover ourselves. Having a wider community of people trying to solve the challenges with us will allow us to have more innovative solutions and we are more likely to find some solutions to the problems we have. When the challenge is released, we will let competitors know more specifics around how SRC2 will benefit NASA.

Q: Will there be any collaboration with the NASA Robotic Mining Competition? The goals seem to be similar/related.

A: All of the NASA centers that have robotics development work closely together. The NASA Robotic Mining Competition, while it does have a software focus, it also has a hardware focus. SRC2 solely has a software focus, and focuses on different aspects of an ISRU-type of mission. We think the work we do on this Challenge could be integrated with the solutions that come out of the Robotics Mining Competition.

Q: What is being done about the waste that is released in space? Specifically all the parts that have been traveling in space for years.

A: There are no specific challenge built around this, but NASA does have efforts around this topic. NASA is always taking suggestions for future challenges.

Q: Are there any specific microorganism found on other planets?

A: No. Centennial Challenges is looking to develop a future challenge around this topic.

Q: How, if at all, could this Challenge be expanded on in the future?

A: Ideally, the next step would be to have a demonstration on the surface of the Moon. But the first step is to develop coding through this Challenge. NASA currently has the CLIPS program that is awarding contracts to companies that can provide lunar landers services. These lunar landers will deliver small payloads at first (science instruments and technology demonstrations), but hopefully will eventually deliver small rovers and robots that could start the process of sustainably keeping people on the surface of the Moon. Interesting solutions found through SRC2 could be demonstrated on the lunar surface through these payload deliveries.

Q: Are there going to be any future challenges related to propulsion?

A: There aren't any plans at this time, but there could be in the future. NASA is always taking suggestions for future challenges.