## Junior Space Design Competition
## (in association with the Australian Space Design Competition)

**Eligibility:** Teams of up to 4 students in Years 5 – 8

**Setting:** Imagine it is the Year 2050. The Foundation Society is a non-profit organisation set up to promote space settlement. It has already constructed a number of space settlements. These include *Alexandriat* (a centre for repairing and building spaceships and satellites), *Alaskol* (a permanent moon-base) and *Bellevistat* (an Earth-orbiting refinery and manufacturing centre). Design and construction work has just begun on an orbiting centre for international trade and diplomacy called *Canberrat*.

**Scenario:** The Foundation Society has decided to build a new space settlement called *Atlas*. *Atlas* will be a mobile settlement that is used to capture asteroids and bring them into orbit near the Moon. Once there, asteroids will be mined to produce material that can be used to build other space settlement. It is expected that this settlement will require a large number of skilled and unskilled workers. Your team has been invited to propose an advertising campaign to attract workers from Earth to travel to *Atlas*.

**Format:** Your entry can take any of the following forms:
- A3 poster
- 30 second radio advertisement
- 30 second TV advertisement
- website (landing page + maximum of 2 other hyperlinked pages)
- A3 size storyboard of any of the above

Each team may also include a one page sales pitch to explain their advertising campaign.

Schools must register their intention to participate in the JSDC by paying the registration fee by close of business <Date> (see Team Registration Invoice attached).

Each school can submit the entries of up to 4 teams. Short-listed teams will be invited to present their entries before the winners are announced at the SDCA Presentation Night <Date>. The winners of the JSDC will also have the opportunity to present their entry at the final of the Australian Space Design Competition at the University of Queensland on the evening of <Date>.

Entries will be judged on creativity, plausibility and thoroughness.

## Submitting your entry

Entries must be submitted electronically to < Email Address> by <Date>. Large video files must be posted to a publicly accessible website in a format that can be played using Windows Media Player. Clear directions for accessing the presentation must be submitted, including a hyperlink and any login and/or password details required.

## Information to include in your campaign

- Picture or description of *Atlas*
- Picture or description of how workers will get to *Atlas* or how they will travel around in the settlement
- Picture or description of some of the types of work that will need to be done on *Atlas*
- Picture or description of a robot or piece of technology that workers will use
- Some details of the pay and conditions that workers will receive (in 2014 Australian dollars)

## Other considerations

- How far will technology have advanced by the year 2050 (i.e. in 36 years)? How far has it advanced in the last 36 years (i.e. since 1978)?
- What fears or concerns might workers have about moving to *Atlas*? How could these be addressed?
- Workers accommodation on *Atlas* may not have normal Earth gravity. How would this affect workers health and wellbeing?
- Living conditions will be quite basic and crowded on *Atlas* – use modern day mining camps as a reference.

## Getting help

If you have an Australian Space Design Competition (ASDC) team at your school, you are encouraged to talk to them about their work in the Qualifying Competition. ASDC teams can share past or current design ideas with you, but should not contribute advertising ideas.

If you do not have an ASDC team at your school, we have a group of past ASDC participants available to mentor teams. Please contact Alumni Liaison Officer Adam Lissimore < Email Address> for details.

For more information, see the ASDC website ([www.ausspacedesign.org.au](http://www.ausspacedesign.org.au)).