CanSat & Rocket Experiment('99~)

Hodoyoshi-1 '14

What you can and SHOULD learn from CanSat ?

Shinichi Nakasuka University of Tokyo

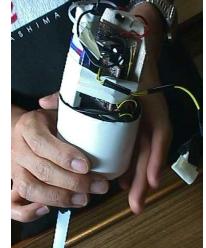


PRISM '09



Nano-JASMINE (TBD)







MR Sensor Accelerometer Pressure Sensor FUC16F877 TNC Battery Regulator

Initial Training for satellite development CanSats 1999 - now











ARLISS (A Rocket Launch for International Student Satellites)

- Annual suborbital launch experiment in USA -
- ARLISS 1999: Sept. 11 (Japan:2, USA:2)
 - Univ.of Tokyo, Titech, Arizona State, etc.
- ARLISS 2000: July 28-29 (Japan:4, USA:3)
- ARLISS 2001: August 24-25 (Japan:5, USA:2)
- ARLISS 2002: August 2-3 (Japan:6, USA:3)
- ARLISS 2003: Sept.26-27 (Japan:6, USA:3)
- ARLISS 2004: Sept.24-25 (Japan:6, USA:3)
- ARLISS 2005: Sept.21-23 (Japan:7, USA:3)
- ARLISS 2006 Sept.20-22 (Japan:8 USA:3 Europe:1)
- ARLISS 2007 Sept.12-15 (Japan:10 USA:3 Korea:1)
- ARLISS 2008 Sept.15-20: 10th Memorial ARLISS !
- ARLISS 2016 18th (Japan:12, USA:2, Korea, Egypt)
- ARLISS 2017 19th Sept.13-17 (Japan:13 USA:2 Kore
- ARLISS 2018 20th Memorial !!



2001 ~ Comeback Competition in ARLISS





Each year, winner was decided who came back nearest to the target!



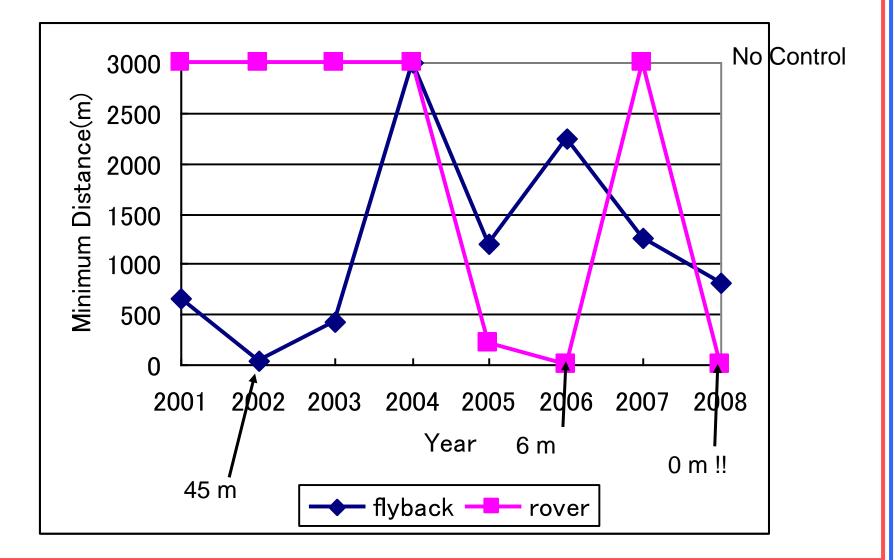
2018, Students Challenge "Flyback"

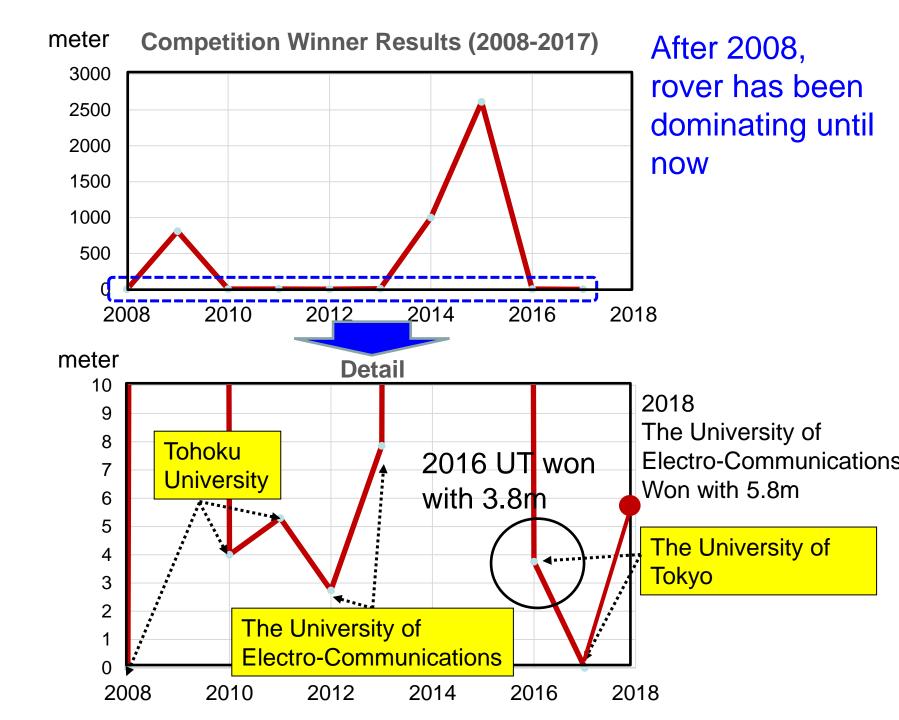


Result was 900m and was awarded Best Comeback Technology Award

Come-Back Competition 2007

History of Flyback vs. Rover





20th Anniversary Participating Comeback CanSats



Balloon Experiment in Japan

- Itakura Competition 2002 (Thermal balloon)
- Noshiro Space Event 2005~



Drone or UAV are also used recently



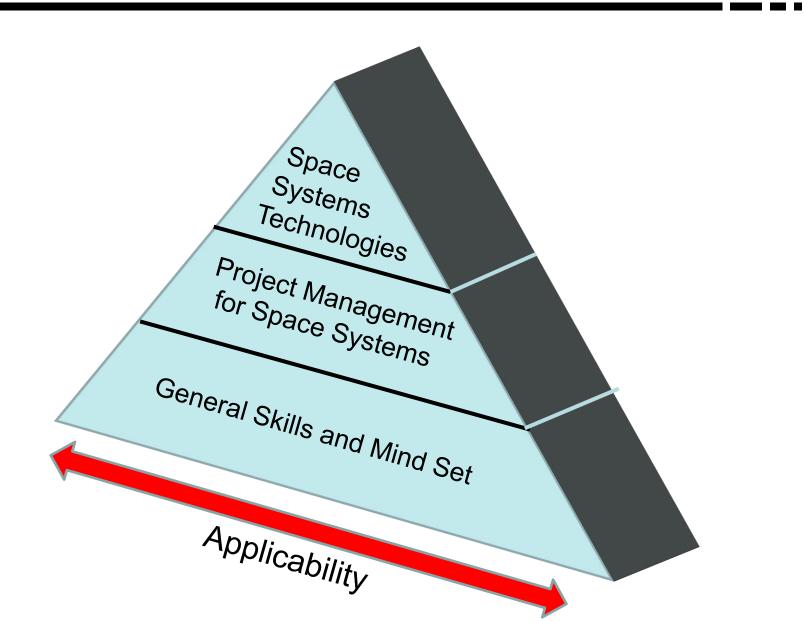


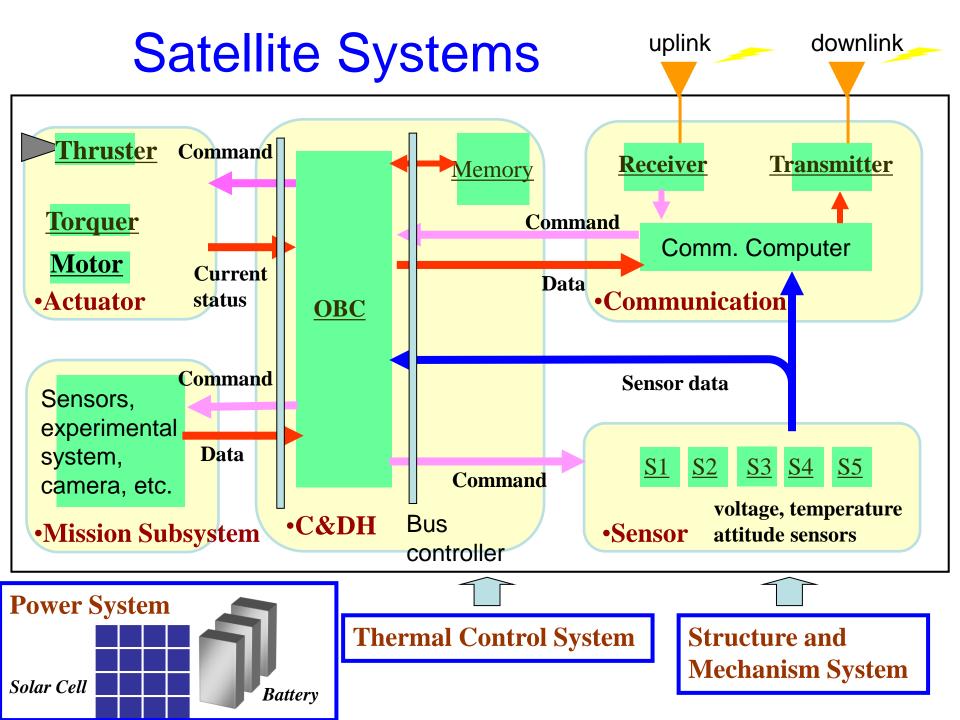
CanSat lead to "University Satellites" 53 university satellites launched in 2003-2019 in Japan

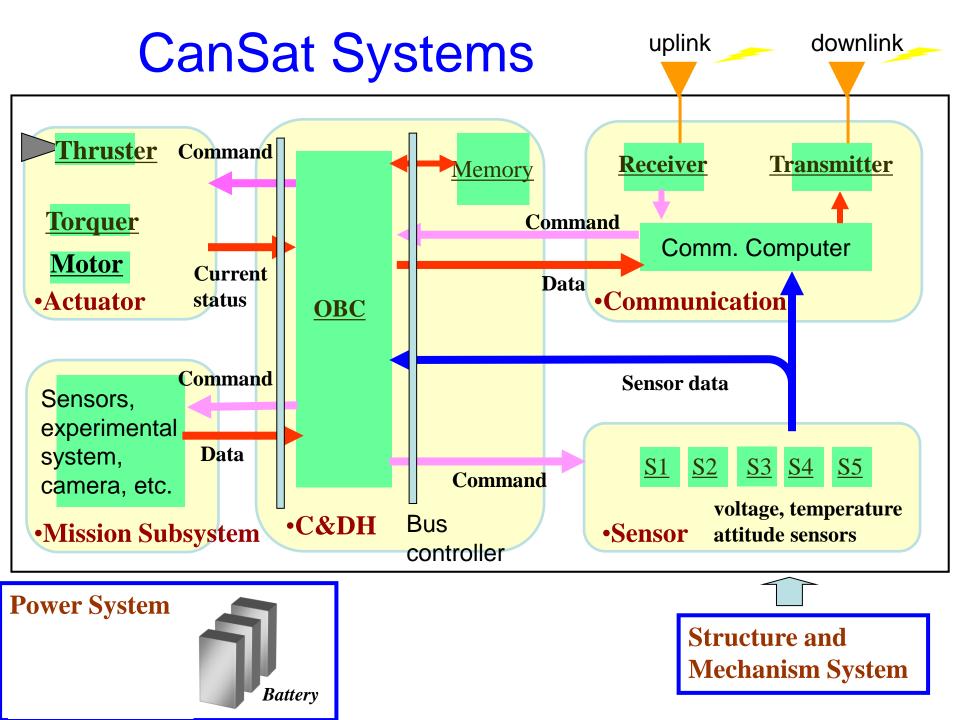


Almost all the universities experienced CanSat. CanSat's experiences became good base !

Three Important Levels to be Learned







Space Systems Technologies

- Even in small scale, the following important technologies and skills can be learnt:
 - System analysis and design (weight, power budgeting)
 - Ground tests to assure reliable system
 - Imagine what may happen and countermeasures
- We should develop from parts, not by buying components, by which we could learn:
 - How to make components from parts or by modifying the COTS components
- Systems usually do not work as expected.
 Try many many many "test + refine" processes !
 - If you succeed <u>10 times</u> consecutively, then the system will work in the real environment

Project Management for Space Systems

• Practical Training of Whole Cycle of Space Project

- Mission conceptualization, satellite design, fabrication, ground test, modification, launch and operation
- Know what is important and what is not.

• Importance for Engineering Education

- Synthesis (not Analysis) of an really working system
- Feedbacks from the real world to evaluate design, test, etc.
- Learning from failures (while project cost is small)

• Education of Project Management

- Four Managements: "*Time, human resource, cost and risk*"
- Team work, conflict resolution, discussion, documentation
- International cooperation, negotiation, mutual understanding

General Skills and Mind Set

• "Problem Setting"

- Appropriate setting of the target mission
- Not too high and not too low targets (with priorities)
- Considering your own technological level

• "Problem Solving"

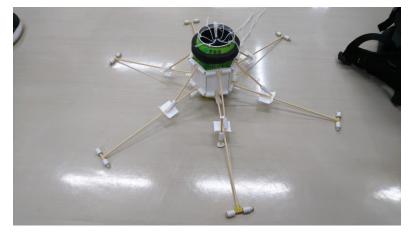
- Utilizing anything, asking people from outside
- Discussion withing your team to create ideas
- Strong will and "Never give up" Mind
 - Many "trial and errors" to find a solution: "tenacity"
 - Team spirits to tackle difficult problems together

• Think up what you can do within limited resources

- Idea on how to drop a CanSat from high position
- Even without electronics, you can do a CanSat contest

Simple CanSat Contest without electronics for mid-high school students

- Flight time: how to make the flight time from release to ground be (for example) 15 seconds ?
 - Each team can try three or four times.
 - Gradually modifying parachute size and weight of CanSat
- <u>Standing up:</u> If it stands-up at landing, add point
- Breaking a Balloon: If it breaks a balloon at landing with any mechanism, add point



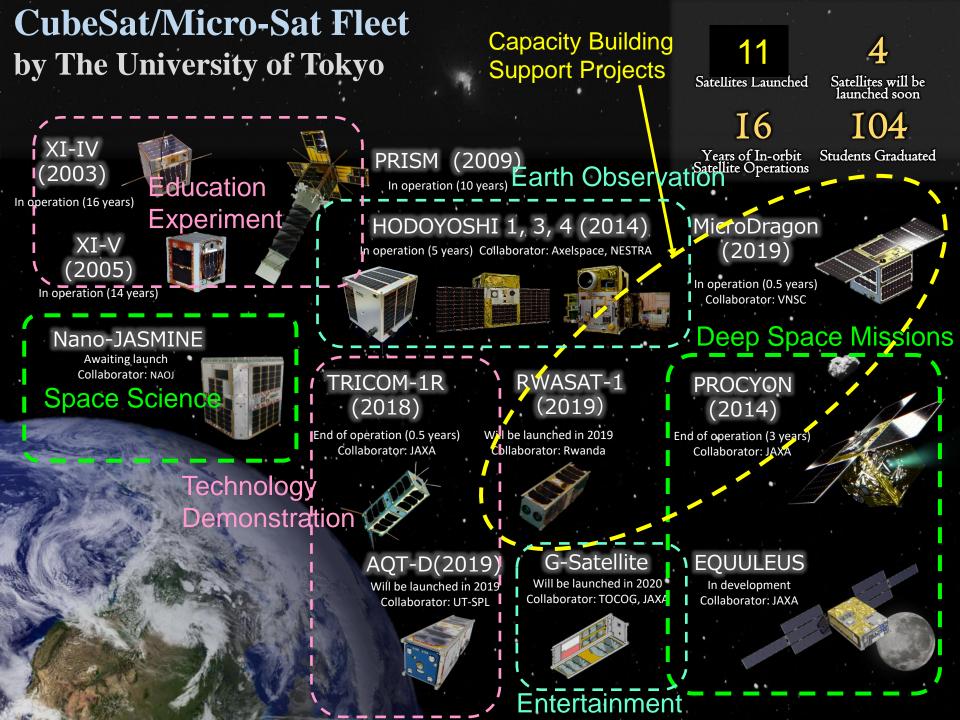
You can learn "problem solving" with only structure parts. (cheap and easy for younger generation!)

Middle-High School CanSat Contest in Fukui Prefecture ('16-'19)









CanSat – A Gateway to Space ! - Technologies for Satellite - Project Management - Problem Solving - Never Give-up Mind !!

> 20th Memorial ARLISS Black Rock, Nevada, USA 2018

Reference UNISEC 12 important Rules

(1) Technology, Procedure

- Be honest regarding project feasibility openly recognize technology and schedule risks that may impact success.
- 2. Build a system which can work as designed in the environment where fixing is impossible.
- 3. Do your best to avoid failing. Only in that case, you can learn from failure.
- 4. Remember that there are rules that you must follow from Outer Space Treaty to internal rules in your project.

(2) Management

- 5. Refer to the other's achievements in the past, and accumulate your own achievement on that basis.
- 6. Setup appropriate and realistic targets considering your capability and capacity.
- 7. Recognize the pressure in other team members working to demanding deadlines on challenging projects; support and help reduce their stress wherever possible.
- 8. Evaluate your results realistically and reflect them to your subsequent activities.

(3) Fundamental Spirits

- 9. Use imaginative and innovative ways of achieving the maximum using available personnel, technical and financial capabilities even if they are limited.
- 10. Identify and work with your rivals and compete with each other to stimulate innovation & mutual growth. Recognize other people's successes and use these to stimulate yourself further.
- 11.Respect a spirit of mutual assistance. Seek ways to contribute to others, not only seeking help for yourself.
- 12.Be careful not to be misled by the "bewitching nature and allure of space" or by flattering words. Be modest and sincere.