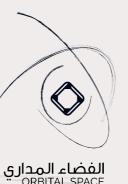
CODE IN SPACE

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Games and Apps. TOPICS using Satellite Signals or Data **HOW TO** PARTICIPATE Satellite Scientific Communications Investigations **QMR-KWT** (based on onboard sensors readings such as Satellite temperature, magnetic field, 1 Enroll acceleration, and light) **Operating System** in Spaceport Platform Participation can be (Flight Software) **4** Solution (https://spaceport.academy individual, or team Come up with a solution /en/login). For team based for current challenge or participation, each member based and should **Ground Stations** limitation in the satellite of the team should create include a mentor industry or new concept his/her own profile. and Ground (teacher/ university that could be of value to 2 Join **Operations** satellite technology or a faculty member or "Space Challenge: Orbital smartphone app or even scientist affiliated Space Edition" using the an exciting game code: 7c17a2c4 with a school or Submit your proposal academic/ 3 Complete www.orbitalspace.org electronically to research institution) educational units to earn a info@orbital-space.com

minimum of 20 points



This initiative was conceived to empower students to contribute to the advancement of satellite communication technology while also preparing future professionals to operate the next generation of communication satellites

Code in Space initiative is the mission of Kuwait's first satellite known as `QMR-KWT´ cubesat. QMR-KWT is 1U amature cubesat and is an open access cubesat accessible to students from around the World. For the first time, students can send and execute their code in space (Low Earth Orbit). The code will be executed by the satellite's onboard computer and will be tested under real space environment conditions. The code executions results will be transmitted back to Earth via a satellite ground station based in Dubai, in the UAE.

OBJECTIVES

Increase awareness about current opportunities and challenges in the satellite industry.

Encourage solutions to current challenges faced by the satellite industry.

Encourage and empower students to design and develop new concepts that could contribute to the advancement of satellite technology.

Increase awareness about new space (space 2.0) revolution and its potential impact on humanity.