



**SPACESTATION
LIVE**

1
00:00:10,150 --> 00:00:07,990
what's your assessment so far as far as

2
00:00:11,830 --> 00:00:10,160
aquarius being an analog to space flight

3
00:00:14,310 --> 00:00:11,840
is it is it giving you a fairly

4
00:00:16,550 --> 00:00:14,320
realistic feel or your crewmates who

5
00:00:20,230 --> 00:00:16,560
haven't been to space before actually we

6
00:00:22,870 --> 00:00:20,240
have talked about this among us and

7
00:00:25,269 --> 00:00:22,880
in my personal opinion

8
00:00:27,990 --> 00:00:25,279
this is the most accurate analog i've

9
00:00:29,750 --> 00:00:28,000
ever been into i've i've done

10
00:00:31,669 --> 00:00:29,760
other analogs

11
00:00:34,630 --> 00:00:31,679
one underground for example which is

12
00:00:36,870 --> 00:00:34,640
more about exploration

13
00:00:39,030 --> 00:00:36,880

but this one just because of the

14

00:00:42,150 --> 00:00:39,040

conditions and because of the the

15

00:00:44,229 --> 00:00:42,160

habitat itself it is incredibly accurate

16

00:00:45,910 --> 00:00:44,239

it really feels like you're you are on a

17

00:00:48,310 --> 00:00:45,920

different planet

18

00:00:50,470 --> 00:00:48,320

give me the the thumbnail version of

19

00:00:52,709 --> 00:00:50,480

what nemo 20 is about what are you guys

20

00:00:55,670 --> 00:00:52,719

there to do

21

00:00:58,630 --> 00:00:55,680

wow nemo 20 is about a lot of different

22

00:01:02,310 --> 00:00:58,640

things the main the main thing is

23

00:01:03,670 --> 00:01:02,320

um evaluation of procedure techniques

24

00:01:06,390 --> 00:01:03,680

and tools

25

00:01:08,710 --> 00:01:06,400

for future exploration on extra

26

00:01:10,469 --> 00:01:08,720

planetary objects

27

00:01:13,109 --> 00:01:10,479

we had

28

00:01:17,429 --> 00:01:13,119

we have been testing and evaluating

29

00:01:20,310 --> 00:01:17,439

um flight specific tools designed to

30

00:01:23,830 --> 00:01:20,320

explore to retrieve samples and to do

31

00:01:26,870 --> 00:01:23,840

science on small asteroids or bigger

32

00:01:28,630 --> 00:01:26,880

moons or even even mars

33

00:01:30,950 --> 00:01:28,640

and the reason why we can only do it

34

00:01:33,190 --> 00:01:30,960

here or or the reason why

35

00:01:35,190 --> 00:01:33,200

nemo is such a unique place to do it is

36

00:01:37,830 --> 00:01:35,200

because thanks to the to the water and

37

00:01:39,910 --> 00:01:37,840

to the buoyancy we can simulate

38

00:01:42,870 --> 00:01:39,920

different levels of gravity from

39

00:01:45,030 --> 00:01:42,880

microgravity so completely floating to

40

00:01:47,270 --> 00:01:45,040

partial gravity like we would experiment

41

00:01:49,670 --> 00:01:47,280

on the moon or on mars

42

00:01:52,230 --> 00:01:49,680

has your own experience and specifically

43

00:01:54,389 --> 00:01:52,240

your space walking experience

44

00:01:57,190 --> 00:01:54,399

has that really helped you in in that

45

00:02:01,429 --> 00:01:59,510

i think it does in in many different

46

00:02:03,749 --> 00:02:01,439

ways there there are

47

00:02:06,310 --> 00:02:03,759

there are two two ways to see this uh

48

00:02:08,710 --> 00:02:06,320

you can have an experienced space walker

49

00:02:11,670 --> 00:02:08,720

uh come in and use that experience to

50

00:02:13,670 --> 00:02:11,680

evaluate a tool to evaluate a technique

51
00:02:15,589 --> 00:02:13,680
to evaluate a procedure

52
00:02:17,510 --> 00:02:15,599
on the other hand you can have people

53
00:02:19,830 --> 00:02:17,520
that have been trained

54
00:02:21,030 --> 00:02:19,840
but i never experienced it and they can

55
00:02:23,830 --> 00:02:21,040
give their

56
00:02:25,910 --> 00:02:23,840
their best evaluation and it will be

57
00:02:28,390 --> 00:02:25,920
just as important because we may have

58
00:02:30,630 --> 00:02:28,400
people that have never done an mba on

59
00:02:32,710 --> 00:02:30,640
mars and they will have to use the same

60
00:02:33,750 --> 00:02:32,720
tools the same technique and procedures

61
00:02:35,910 --> 00:02:33,760
and so

62
00:02:37,670 --> 00:02:35,920
we can learn a lot from combining those

63
00:02:39,350 --> 00:02:37,680

experiences together

64

00:02:40,949 --> 00:02:39,360

another thing that you're doing there

65

00:02:43,509 --> 00:02:40,959

you're working with some

66

00:02:44,869 --> 00:02:43,519

european space agency sponsored hardware

67

00:02:46,390 --> 00:02:44,879

that is

68

00:02:48,790 --> 00:02:46,400

designed to let an astronaut keep his

69

00:02:52,550 --> 00:02:48,800

eye on the job instead of looking away

70

00:02:54,470 --> 00:02:52,560

to the instructions how's that going

71

00:02:56,630 --> 00:02:54,480

so that part of the experiment is

72

00:02:58,869 --> 00:02:56,640

completed and we did it in the very

73

00:02:59,990 --> 00:02:58,879

first part of our mission

74

00:03:01,670 --> 00:03:00,000

that

75

00:03:04,790 --> 00:03:01,680

the hardware developed by the european

76

00:03:06,949 --> 00:03:04,800

space agency is called the mobipb and it

77

00:03:09,670 --> 00:03:06,959

will be used in the upcoming mission

78

00:03:12,070 --> 00:03:09,680

iris with my classmate and colleague

79

00:03:13,589 --> 00:03:12,080

andres morgensen

80

00:03:15,990 --> 00:03:13,599

when he when he goes up on the space

81

00:03:18,869 --> 00:03:16,000

station this september he will be using

82

00:03:21,509 --> 00:03:18,879

this special device that he can wear on

83

00:03:23,990 --> 00:03:21,519

his wrist and from there through his

84

00:03:25,990 --> 00:03:24,000

voice he can command a procedure to just

85

00:03:28,229 --> 00:03:26,000

scroll down which is something that can

86

00:03:30,229 --> 00:03:28,239

be very useful if you are using your

87

00:03:33,750 --> 00:03:30,239

feet to stabilize yourself and you need

88

00:03:36,229 --> 00:03:33,760

both hands to um to perform the task so

89

00:03:38,229 --> 00:03:36,239

thanks to this device

90

00:03:41,830 --> 00:03:38,239

hopefully we will have an improvement on

91

00:03:43,589 --> 00:03:41,840

that and the experiment went really well

92

00:03:45,509 --> 00:03:43,599

i think that andy is going to have a

93

00:03:46,550 --> 00:03:45,519

very good tool available for him in his

94

00:03:47,750 --> 00:03:46,560

mission

95

00:03:49,589 --> 00:03:47,760

you've got another

96

00:03:51,350 --> 00:03:49,599

high-tech looking piece of hardware

97

00:03:54,390 --> 00:03:51,360

there on the table right in front of you

98

00:03:56,630 --> 00:03:54,400

tell me tell me what that's about

99

00:03:58,630 --> 00:03:56,640

so while we were here we also evaluated

100

00:04:01,990 --> 00:03:58,640

two different sets

101
00:04:03,030 --> 00:04:02,000
of augmenting reality uh devices this

102
00:04:06,149 --> 00:04:03,040
one

103
00:04:07,750 --> 00:04:06,159
was is a a prototype of the so called

104
00:04:09,670 --> 00:04:07,760
hololens

105
00:04:12,070 --> 00:04:09,680
you wear them just like glasses you put

106
00:04:14,789 --> 00:04:12,080
them on on your head and then through

107
00:04:18,390 --> 00:04:14,799
these visors you have

108
00:04:21,349 --> 00:04:18,400
holographic images that are superimposed

109
00:04:23,189 --> 00:04:21,359
on on on reality so instead of talking

110
00:04:25,990 --> 00:04:23,199
about virtual reality we talk about

111
00:04:28,629 --> 00:04:26,000
augmented reality and we use them for

112
00:04:29,670 --> 00:04:28,639
two different uh

113
00:04:32,230 --> 00:04:29,680

kind of

114

00:04:34,310 --> 00:04:32,240

of procedures um that are bought both

115

00:04:37,110 --> 00:04:34,320

called just in time training

116

00:04:39,590 --> 00:04:37,120

so we have a tele operator telling us

117

00:04:41,270 --> 00:04:39,600

how to run a procedure and today we

118

00:04:42,710 --> 00:04:41,280

actually performed

119

00:04:48,790 --> 00:04:42,720

a medical

120

00:04:51,510 --> 00:04:48,800

diagnosis using an operator outside that

121

00:04:54,310 --> 00:04:51,520

talks to me and guides me by seeing what

122

00:04:57,430 --> 00:04:54,320

i see and by telling me what to do

123

00:04:59,189 --> 00:04:57,440

the other one was is called the odg

124

00:05:01,990 --> 00:04:59,199

slightly different the procedure is

125

00:05:04,150 --> 00:05:02,000

already memorizing the glasses and you

126

00:05:06,629 --> 00:05:04,160

just have to position yourself in front

127

00:05:08,950 --> 00:05:06,639

of that of the object that you need to

128

00:05:11,749 --> 00:05:08,960

interface with and then the glasses will

129

00:05:13,430 --> 00:05:11,759

tell you what to do once you are there

130

00:05:16,230 --> 00:05:13,440

another thing that you folks have been

131

00:05:18,230 --> 00:05:16,240

working on is uh working out figuring

132

00:05:20,390 --> 00:05:18,240

out how to have conversations when there

133

00:05:21,909 --> 00:05:20,400

are long delays as there will be on on

134

00:05:24,710 --> 00:05:21,919

future missions much longer than the

135

00:05:26,950 --> 00:05:24,720

delays that you and i have right now how

136

00:05:29,110 --> 00:05:26,960

is that going

137

00:05:30,950 --> 00:05:29,120

so that has been probably one of the

138

00:05:34,870 --> 00:05:30,960

most interesting parts of this

139

00:05:35,830 --> 00:05:34,880

experiment we simulated a zero delay uh

140

00:05:38,070 --> 00:05:35,840

time

141

00:05:41,749 --> 00:05:38,080

uh five minutes and 10 minutes

142

00:05:43,830 --> 00:05:41,759

simulating to be in in a lunar orbit or

143

00:05:46,469 --> 00:05:43,840

uh in orbit around

144

00:05:48,310 --> 00:05:46,479

on phobos orbiting around mars when the

145

00:05:50,710 --> 00:05:48,320

communication is when the distance is

146

00:05:53,350 --> 00:05:50,720

close enough or being at the further

147

00:05:55,590 --> 00:05:53,360

away area of the orbits on the surface

148

00:05:57,670 --> 00:05:55,600

on mars

149

00:06:00,230 --> 00:05:57,680

it turns out that

150

00:06:01,909 --> 00:06:00,240

voice communication is very ineffective

151
00:06:04,710 --> 00:06:01,919
at that point

152
00:06:07,270 --> 00:06:04,720
it's just hard to to send a good clear

153
00:06:09,430 --> 00:06:07,280
message good uh um

154
00:06:11,430 --> 00:06:09,440
understand the communication by voice

155
00:06:13,749 --> 00:06:11,440
and so we've been using a different tool

156
00:06:15,749 --> 00:06:13,759
called playbook which is also a

157
00:06:18,070 --> 00:06:15,759
prototype development for this kind of

158
00:06:22,230 --> 00:06:18,080
exploration and instead we've been using

159
00:06:23,590 --> 00:06:22,240
text messages with attached files videos

160
00:06:26,870 --> 00:06:23,600
photos

161
00:06:28,790 --> 00:06:26,880
to try to make the experience

162
00:06:30,309 --> 00:06:28,800
the clearest possible

163
00:06:32,230 --> 00:06:30,319

and

164

00:06:34,390 --> 00:06:32,240

we found out that

165

00:06:37,430 --> 00:06:34,400

when we have a lot of delay the

166

00:06:39,189 --> 00:06:37,440

astronauts need a lot of independence in

167

00:06:41,430 --> 00:06:39,199

in coming up with a plan in case

168

00:06:42,870 --> 00:06:41,440

something goes not as planned

169

00:06:45,029 --> 00:06:42,880

and they need to have a very good

170

00:06:47,029 --> 00:06:45,039

understanding of

171

00:06:50,070 --> 00:06:47,039

the requirements on the mission in order

172

00:06:51,990 --> 00:06:50,080

to come up with the best possible plan

173

00:06:53,589 --> 00:06:52,000

luca thanks for bringing us up to date

174

00:06:55,990 --> 00:06:53,599

uh and good luck with the rest of the

175

00:06:57,670 --> 00:06:56,000

your nemo mission

176

00:07:00,230 --> 00:06:57,680

thank you very much nemo it's been a

177

00:07:01,749 --> 00:07:00,240

fantastic experience so far and we can

178

00:07:02,629 --> 00:07:01,759

only think that it's gonna get even

179

00:07:04,629 --> 00:07:02,639

better

180

00:07:07,029 --> 00:07:04,639

it's european space agency astronaut

181

00:07:09,909 --> 00:07:07,039

luca parmitano who is the commander of