

ANGRY BIRDS SPACE Encounter



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00:00:17,480 --> 00:00:19,330

\h Kelvin Manning/Associate Director, Kennedy Space Center: Great to be here this morning to help open

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00:00:19,330 --> 00:00:26,230

\h the Angry Birds Space Encounter -- an awesome addition to the Kennedy Space Center Visitor Comple

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00:00:26,230 --> 00:00:33,070

\h This game, like Dan said, it'll ensure the next generation of explorers will have

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00:00:33,070 --> 00:00:40,040

\h that interest in space exploration, as well as the fundamental sciences we talked about --

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00:00:40,040 --> 00:00:43,400

\h the STEM fields, the science, engineering and math.

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00:00:43,400 --> 00:00:47,820

\h And you can have some fun along the way in doing that.

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00:00:47,820 --> 00:00:54,490

\h So what I'd like to tell kids here today is simply, science can really be this cool.

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00:00:54,490 --> 00:00:59,800

\h Once you master launching these birds into the right trajectory to hit the pig targets,

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00:00:59,800 --> 00:01:06,410

\h you can use those orbital mechanics skills to one day create a plan to maybe land a spacecraft on a

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00:01:06,410 --> 00:01:12,870

\h distant planet, or try to land a spacecraft on a fast-moving target, like an asteroid.

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00:01:12,870 --> 00:01:17,990

\h And why do we do this? We do it with the goal of making life here on Earth better.

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00:01:17,990 --> 00:01:21,360

\h That's what it's all about. So I'd like to thank you, on behalf of the

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00:01:21,360 --> 00:01:25,190

\h Kennedy Space Center and NASA, for supporting these endeavors.

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00:01:25,190 --> 00:01:33,840

\h But I know you want to get into the exhibit, and you want to hear about the next speaker, Dr. Don Pettit.

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00:01:33,840 --> 00:01:39,030

\h Don Pettit/Astronaut: When you're in space, again, this is a serious environment.

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00:01:39,030 --> 00:01:45,720

\h Because we're human beings, and we've got character that makes us human beings,

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00:01:45,720 --> 00:01:52,480

\h we like to have a little fun. And this fun allows us to work and cope in this serious environment.

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00:01:52,480 --> 00:01:58,500

\h And part of having fun, on my last mission, was being able to make some videos dealing

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00:01:58,500 --> 00:02:02,630

\h with trajectories for the Angry Birds in Space game.

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00:02:02,630 --> 00:02:06,630

\h And that's just a little bit of fun while you're in this serious environment.

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00:02:06,630 --> 00:02:13,830

\h But while you're having fun doing this, there's a thread of math and

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00:02:13,830 --> 00:02:18,390

\h science and engineering that gets worked into these games.

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00:02:18,390 --> 00:02:23,120

\h And so you could be playing a game like this and not realize that there's physics in there,

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00:02:23,120 --> 00:02:27,860

\h and with Angry Birds, it's all about trajectories.

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00:02:27,860 --> 00:02:34,100

\h So with that, enjoy, and think about some of the physics behind

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00:02:34,100 --> 00:02:41,610

\h what's going on here while you're playing a game.

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00:02:41,610 --> 00:02:43,710

\h Bill Moore/Chief Operating Officer, Kennedy Space Center Visitor Complex: Here's the target.

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00:02:43,710 --> 00:02:48,710

\h Let's get ready. We need a countdown. We always have countdowns here at Kennedy.

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00:02:48,710 --> 00:02:52,660

\h A thumbs-up is always good. Here we go with the launch.

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00:02:52,660 --> 00:02:55,740

\h We're going to say, and they're going to shoot at the space person.