



Bba11 2 Apr @ 10:37pm 2

Was Artemis II Inspired by kerbal space program??

It would make sense cause we know space was invented because of kerbal space program so was artemis II also inspired by kerbal space program??

The author of this topic has marked a post as the answer to their question. Click here to jump to that post.

Originally posted by Bomoo:

Originally posted by meraco:
You're thinking NASA spends it's time playing KSP for inspiration and technical innovation?
You would be wrong.

He's right, actually.

Date Posted: 2 Apr @ 10:37pm
Posts: 92

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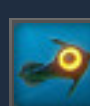


Mudkest 6 Apr @ 8:43am

Originally posted by Whispdragoon62:
You know what they say about KSP and understanding of space/orbital dynamics.
Understanding of Space:
1/10 Harvard Rocket Science Graduate
2/10 working at NASA
...
...
10/10 Playing KSP and doing gravity assists and Rendezvous phasing orbits by eyeball.

https://xkcd.com/1356/ like that?

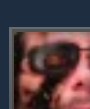
#16



nabila_abdul 6 Apr @ 10:46am

Nasa used kerbal space program.

#17



Lisias 6 Apr @ 12:28pm

Originally posted by nabila_abdul:
Nasa used kerbal space program.

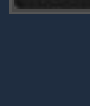
Exactly. I have word from Forum that NASA used it to "prototype" missions to check feasibility before committing serious resources on kick starting proper planning.

IIRC, the rationale was: if it works on a heavily customized KSP of theirs, **there's a chance** that, perhaps, it could work on Real Life™; but if they detect some blocking problem still while prototyping, then there's no chance it would work and so the idea was scrapped on the spot - saving time and resources.

---- EDIT
* Typo

Last edited by Lisias: 6 Apr @ 12:28pm

#18



fendrin 6 Apr @ 11:33pm

NASA has their own tools to prototype missions.
GMAT
STK

Some of current NASA employees took that route because they played KSP in their youth. So KSP plays a role.

But it is not suited for prototyping,
That would be a waste of time.

Last edited by fendrin: 6 Apr @ 11:44pm

#19



Revy106 7 Apr @ 1:27am

If I remember right I think a year or two ago they actually said KSP is a source of inspiration for them haha was pretty crazy.

#20



fendrin 7 Apr @ 1:34am

Originally posted by Revy106:
If I remember right I think a year or two ago they actually said KSP is a source of inspiration for them haha was pretty crazy.

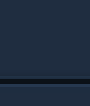
I am sure that is true.
NASA and ESA cooperated with Squad and invested in KSP for a reason.
Although, there is a big difference in supporting a game to get the next generation interested in the topic and actually using it for prototyping.

Keep in mind, NASA must fight really hard to get a proper budget confirmed by the lawmakers, that implies the need to do public relations...

"We get inspired by games like KSP, see how cool we are!"

Last edited by fendrin: 7 Apr @ 1:35am

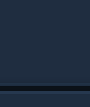
#21



Sometimesdreamaboutcheese 7 Apr @ 2:44am

I work for nasa we get all of our ideas from kerbal space program

#22



Wolf72013 7 Apr @ 7:39am

hi

#23



Wolf72013 7 Apr @ 7:40am

cap

#24



fendrin 7 Apr @ 7:40am

Originally posted by Wolf72013:
hi

Hi Wolf.
Welcome to the Steam forums.

#25



jinx50 7 Apr @ 10:42am

yeah it definetly was Jebediah told me himself

#26



Lisias 7 Apr @ 11:51am

Originally posted by Big_gibby:
yeah it definetly was Jebediah told me himself

He also told me you are skipping your meds agains!! :steammocking"

I fail to understand how people shameless talk **** around here when it's so easy to verify they are talking ****

Specifically, they note how the popular Kerbal Space Program (KSP) video game and its mods could be integrated with higher-fidelity systems and astrodynamics models to assist with early-mission development.

https://www.universetoday.com/articles/how-kerbal-space-program-is-inspiring-real-mission-designs

Last edited by Lisias: 7 Apr @ 11:56am

#27



fendrin 7 Apr @ 12:16pm

Originally posted by Lisias:
Originally posted by Big_gibby:
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https://www.universetoday.com/articles/how-kerbal-space-program-is-inspiring-real-mission-designs

A paper that claims that KSP *could* be used in the future...
What a fever dream.

#28



Lisias 7 Apr @ 1:39pm

Originally posted by fendrin:
A paper that claims that KSP *could* be used in the future...
What a fever dream.

I have more faith on that paper than on the current generation of foosers game developers that manage to capsize a multi billion USD Industry by pure incompetence, greed and lack of basic notions [www.thegamer.com] about ethics [www.linkedin.com] and legality [www.linkedin.com]

Really, dude... Time to move on.

Oh, by the way...

The physics of Kerbal Space Program aren't anywhere near as unforgiving and restrictive as NASA has to deal with in real life, but your rocket still needs to be logical and well-constructed.

Fuel-efficiency, wind resistance, and thrust balance are all things that need to be taken into account. It's just complex enough to engage the player mentally, and just simple enough that a single person could design a great rocket that doesn't require a team of mathematicians and engineers.

"I've actually tried to land on Duna using the sky-crane method and I have killed many Kerals along the way," said Ellison. Duna is the equivalent of Mars in the Kerbal universe, and Ellison just got done working for nine months to perfectly recreate the landing of NASA's Curiosity rover on Mars which used the sky-crane landing method. Basically, what happens is a small rocket carrying the rover parachutes down to the Martian surface, then fires rockets to hover in mid-air before lowering the rover the rest of the way to the surface on a cable. Suffice to say that in Kerbal Space Program, that's overcomplicating things a little bit.

<...>

"It's why racing drivers like racing games...no real responsibility," Ellison said. "Time to go a little bit crazy. Some of the engineering principles are very sound within KSP, but you can go just a little bit crazy. Everyone who works in and around the fields of science and engineering has a thousand crazy ideas they've thought of but would never try in real life. KSP is a place where maybe, in Kerbal's unique way, you can give them a try."

Source: Penny Arcade Report at Oct 4th, 2013 on Web Archive [web.archive.org]

With or without NASA's blessing, people on NASA WERE using KSP for amusement but also as "what if" scenarios.

--- EDIT ---

Fighting this inconvenient markup system

Last edited by Lisias: 8 Apr @ 12:48pm

#29



fendrin 7 Apr @ 2:00pm

Originally posted by Lisias:
Originally posted by fendrin:
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Yeah, sounds all very scientific.
Proven by NASA employee had fun playing KSP.
They should pay you for your prophetic insights.

Another time your superior intellect could drive humanity forward.

#30