

IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1)
Space Culture – Public Engagement in Space through Culture (9)

Author: Ms. Aoife van Linden Tol
Feral Events, United Kingdom

SPACE CULTURE MISSION DESIGN

Abstract

In 2017 IAC my paper asked “CAN ARTISTS AND CREATIVE PRACTITIONERS HELP TO SHAPE THE FUTURE OF HUMAN KIND IN SPACE BEYOND DESIGN?” I concluded that it was not only possible but that there was a demonstrable need for their contribution to the development of culture in space. My following paper “THE CONSCIOUS CULTURING OF SPACE” made a case for the space industry to adopt cultural exploration as a key directive and recognise the important role as active cultural creators rather than passive observers of how humans will simply bring existing culture with them into space.

SPACE CULTURE MISSION DESIGN concerns itself with the business of cultural exploration in space. This paper outlines a framework for cultural mission design on Moon/Mars and ISS. It presents a Phase 1 cultural lab design, discusses a program cultural experiments, explores a model for global engagement and outreach program and proposes a structure for analysis, reporting and assessment. After presenting a lecture at NASA in 2019 I entered into a discussion with Richard R. Fisher, emeritus, former head of NASA Heliophysics about the potential for cultural missions. During our conversation he made the following statement which has stuck with me: “When thinking about going into space for any particular reason you must ask yourself this question. “Why and Who cares?”. This may sound like a deflating question but it is a very important one. With the investments required and the risk to human life these are pertinent and thought provoking questions which must be answered. This paper will discuss why such missions must be of the utmost importance to humanity and what the potential impacts of a dedicated cultural missions would be.

In order to focus the vast potential of cultural exploration into a proposed first mission priority has been given to experiments that:

Cannot be done on Earth. That draw from and include expertise from ‘all humankind’ especially under-represented voices such as those from non space faring nations and developing countries. Do not simply bring Earth culture into space. Show clear potential for the progress of culture. That will benefit the lives of future space dwellers. That have knock on benefits for other space subjects (navigation, architecture, health etc) That have knock on benefits for people on Earth. That embody the idea that we are starting from a place of limitless potential.

My first Moon/Mars astronaut simulation mission training will take place in May 2021 at the Analog Astronaut Training Center in Poland. My activities during this mission will inform this paper as well as research and discussions with many artists and space professionals working at the boundary of space and culture.