



TECHNOLOGY DESCRIPTION

Various processes and procedures from ESA's human spaceflight programme – primarily derived from astronaut training – have been incorporated into the training offer. In virtual reality applications originally developed by ESA and NASA for the International Space Station (ISS), participants experience first-hand what it is like to work in zero gravity, learn to take a different perspective, gain a deeper understanding of life on Earth, and acquire a new outlook on their challenges. A training programme for start-ups and entrepreneurs aims to widen their horizons and open their minds to bold visions and larger goals. In interactive sessions—using the inactive online tool and other interactive video communication tools – a strategy roadmap for the participants is developed.



INNOVATIVE ASPECTS

- Incorporation of spaceflight training techniques: Utilising various processes and procedures from ESA's human spaceflight programme.
- Virtual Reality applications
- Interactive Sessions with online tools to develop a strategy roadmap for participants



TECHNOLOGY READINESS (in space application)

TRL 9 (2024)

COUNTRY OF ORIGIN

Germany

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