



AUSTRALIAN
**ROVER
CHALLENGE**

**Founded by the
University of Adelaide**

5 years of Growth : 2021 to 2024

The Australian Rover Challenge is organized and led by :

Andy Thomas Space Resources Centre

“Enabling long term human presence in deep space”



Lunar civil construction & architecture, robotics
space medicines, psychology, law, agriculture

Overview

- Who am I?
- What is the Australian Rover Challenge?
- Why are we doing it?
- Why the Moon?
- What exactly do the rovers do?
- What have we achieved so far?
- What are we planning for the future?

Who am I?

- Daniel Ricardo \neq Daniel Ricciardo
 - Not a Formula 1 Racer
- Co-Founder & Events manager for the Australian Rover Challenge
- T-3 months to submitting PhD





What is it?



THE UNIVERSITY
of **ADELAIDE**

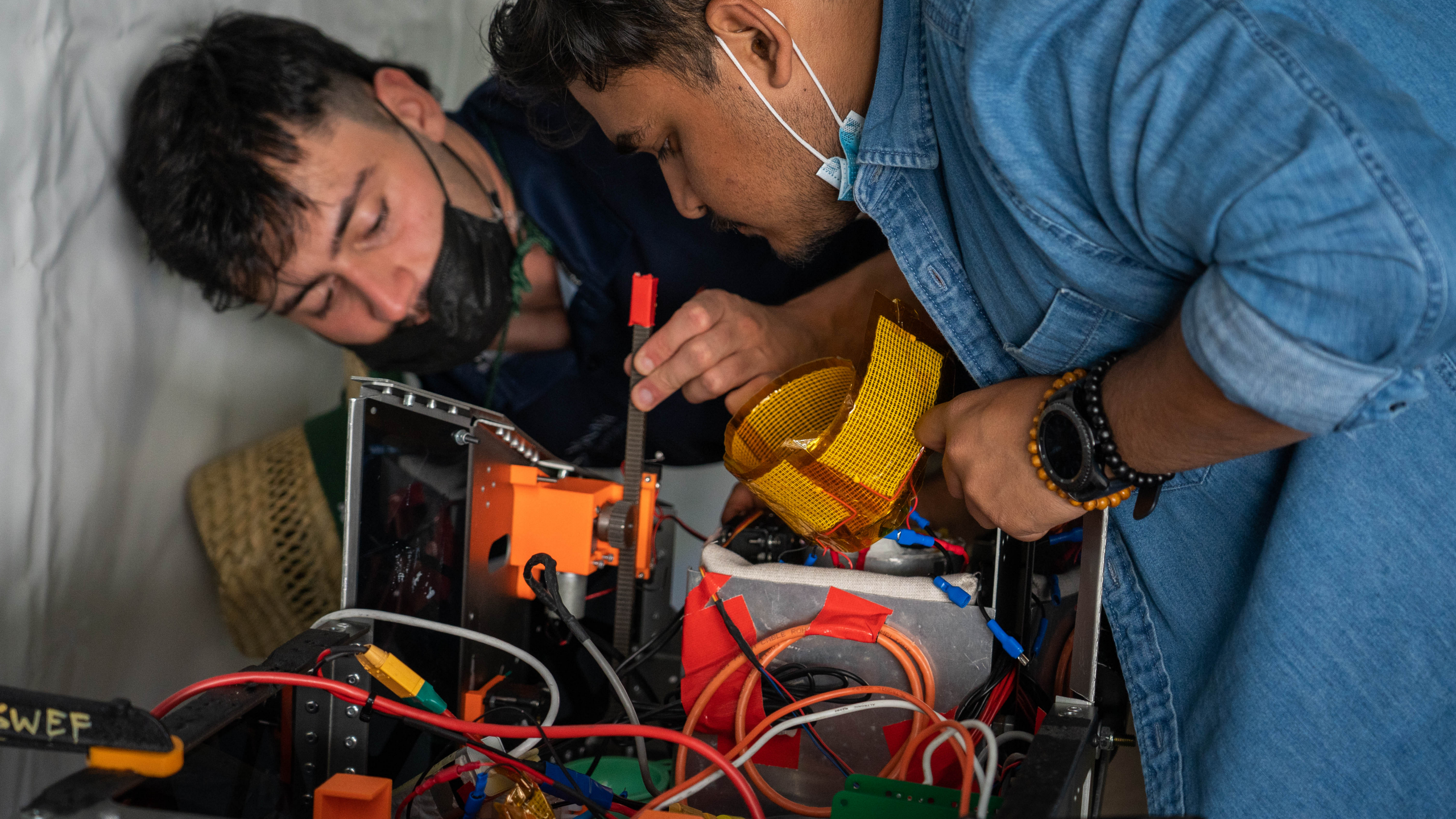




**Why are we
doing it?**

Why are we doing it?

- **Increase STEM engagement and cross-discipline collaboration**



Why are we doing it?

- Increase STEM engagement
- **Reduce financial barriers for student participation**





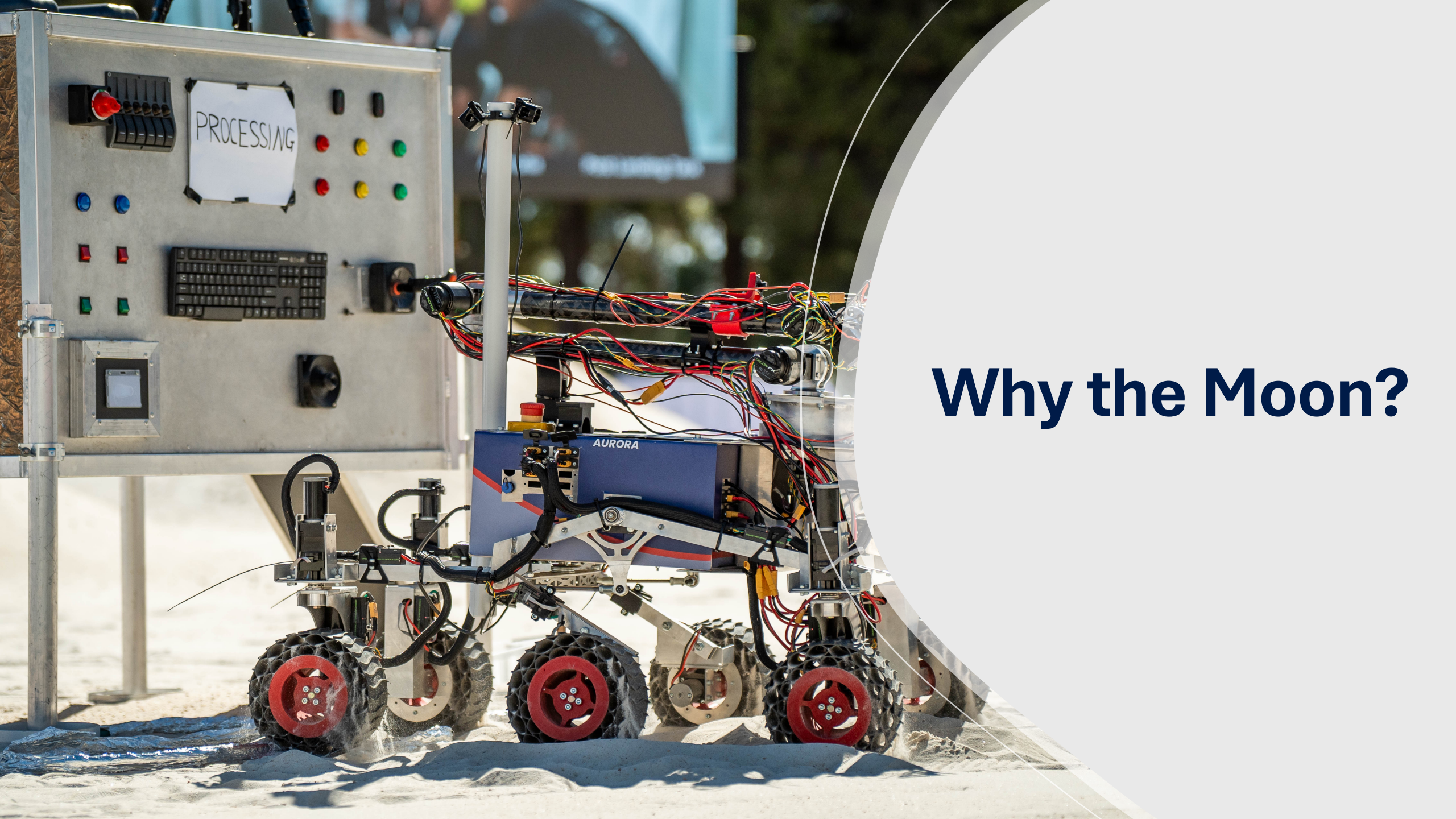
Why are we doing it?

- Increase STEM engagement
- Reduce financial barriers for students
- **Connect students with industry (and a job!)**
- **Inspire the next generation and grow the future space workforce**





Sponsors get
hand-on
experience!



Why the Moon?

Why the Moon?

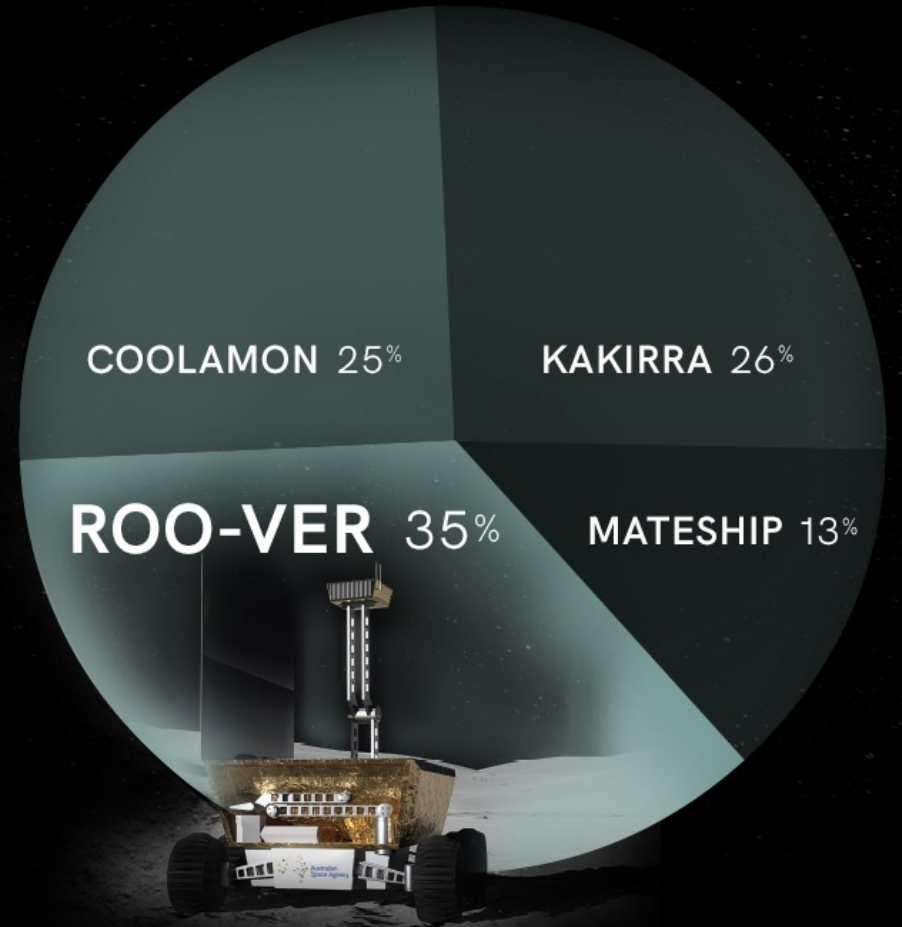
- Demonstrate technology on Moon first, before Mars
- All university rover challenges (except Lunabotics) are Mars-focused
 - URC, ERC, IRC, ARC, Intl-RC
- Australia's first mission to the Moon is a **foundation services rover**

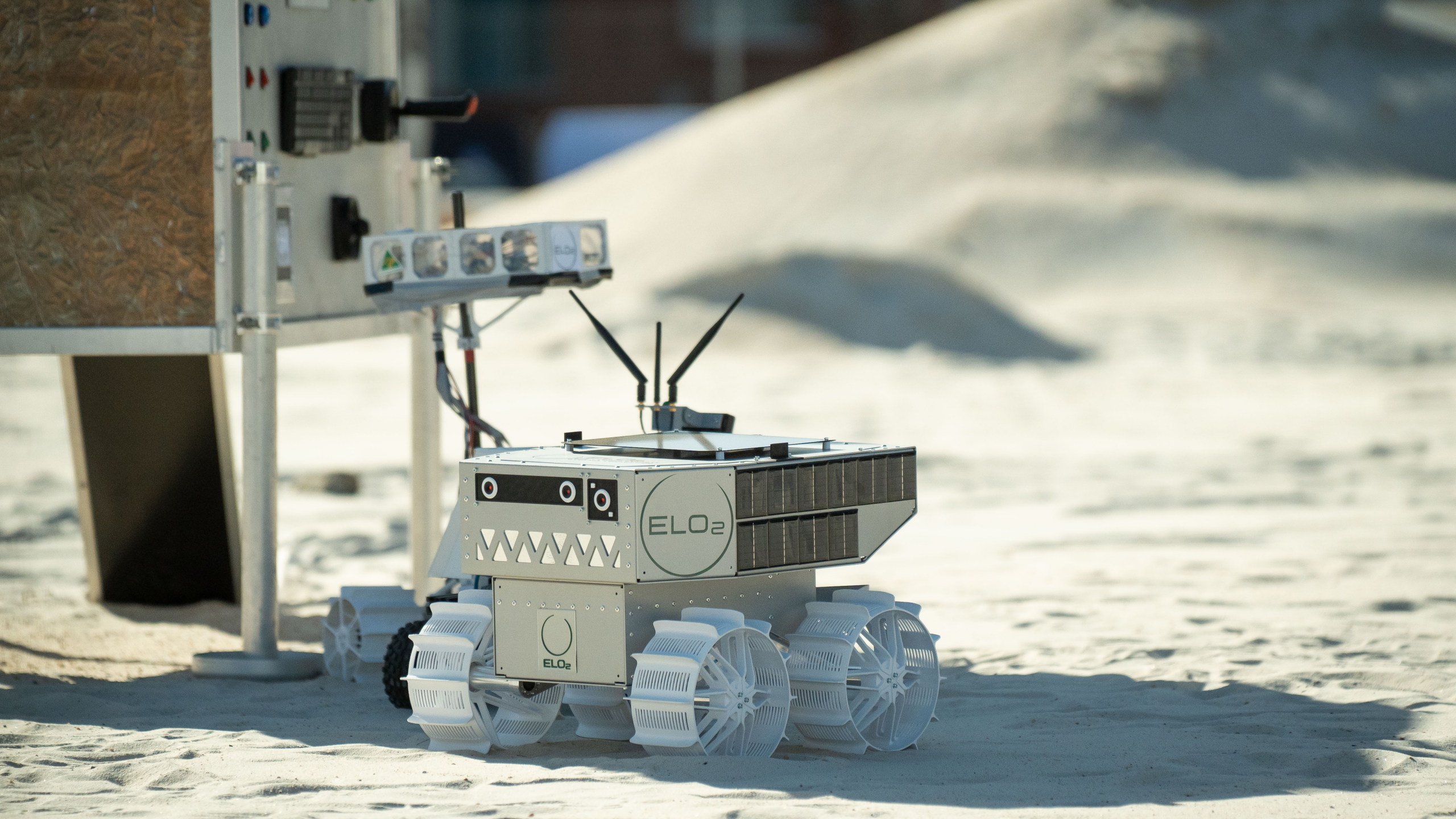
Our boldest
adventure yet.



G'DAY
MOON

G'DAY
MOON







**So what
exactly do the
rovers do?**

So what exactly do the rovers do?

- 500 points
 - Critical Design Review (T-3 months) 25 pts
 - System Acceptance Review (T-1 months) 75 pts

So what exactly do the rovers do?

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 - Critical Design Review (T-3 months) 25 pts
 - System Acceptance Review (T-1 months) 75 pts
 - **Post Landing Task** **100 pts**

Descend Ramp (5pts)

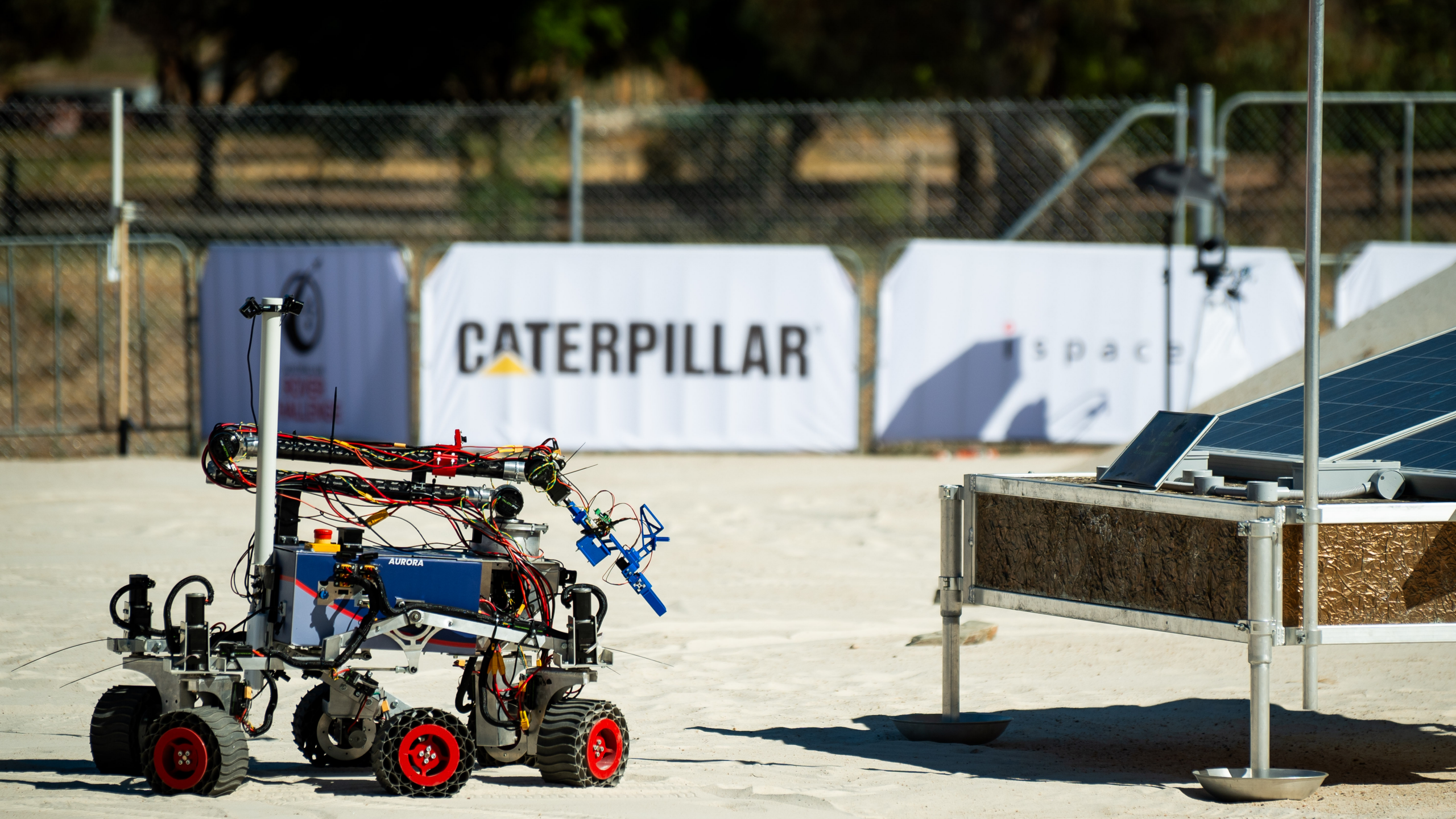


Circumnavigate lander (15 pts)

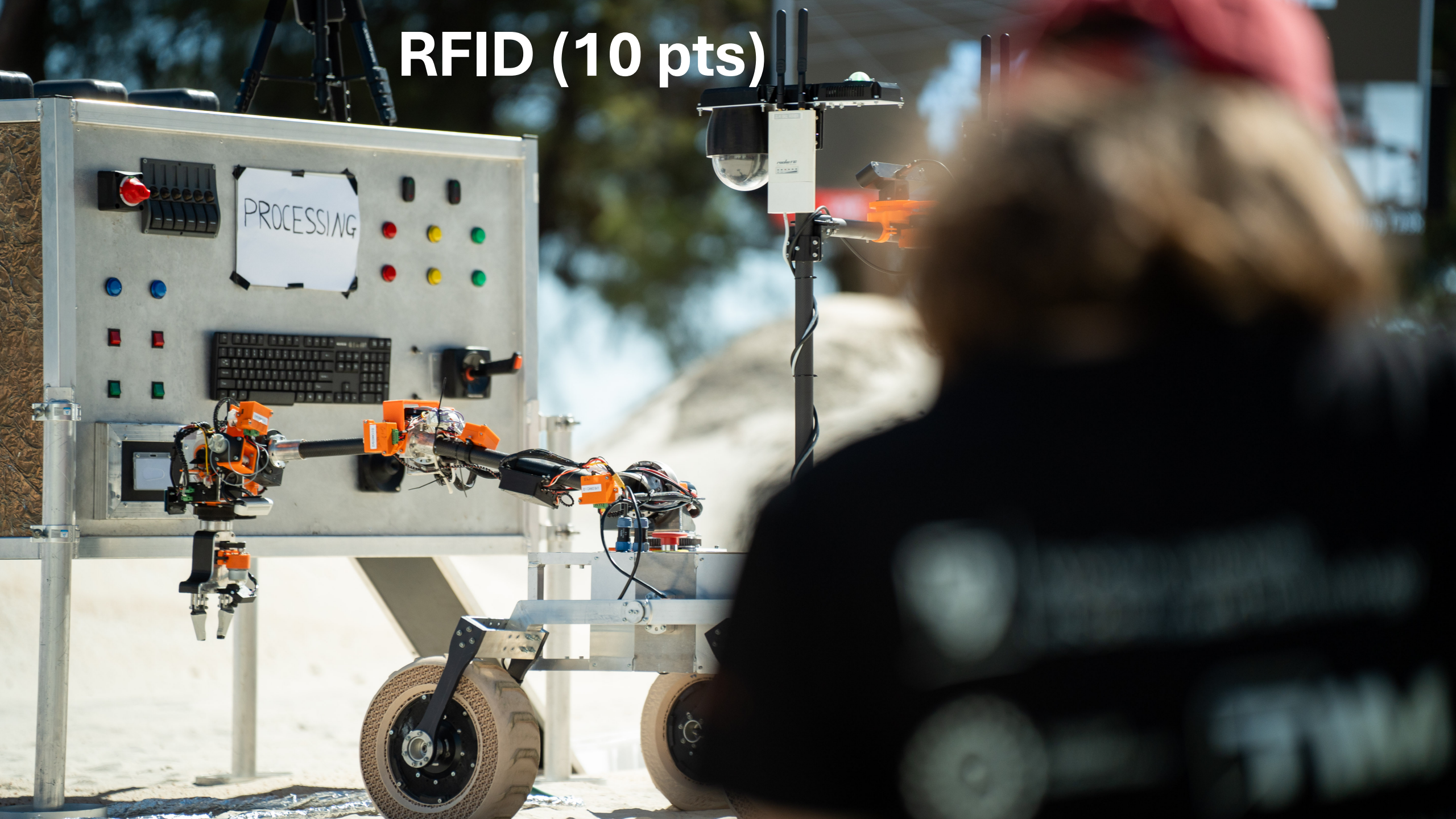


Site evaluation (30 pts)





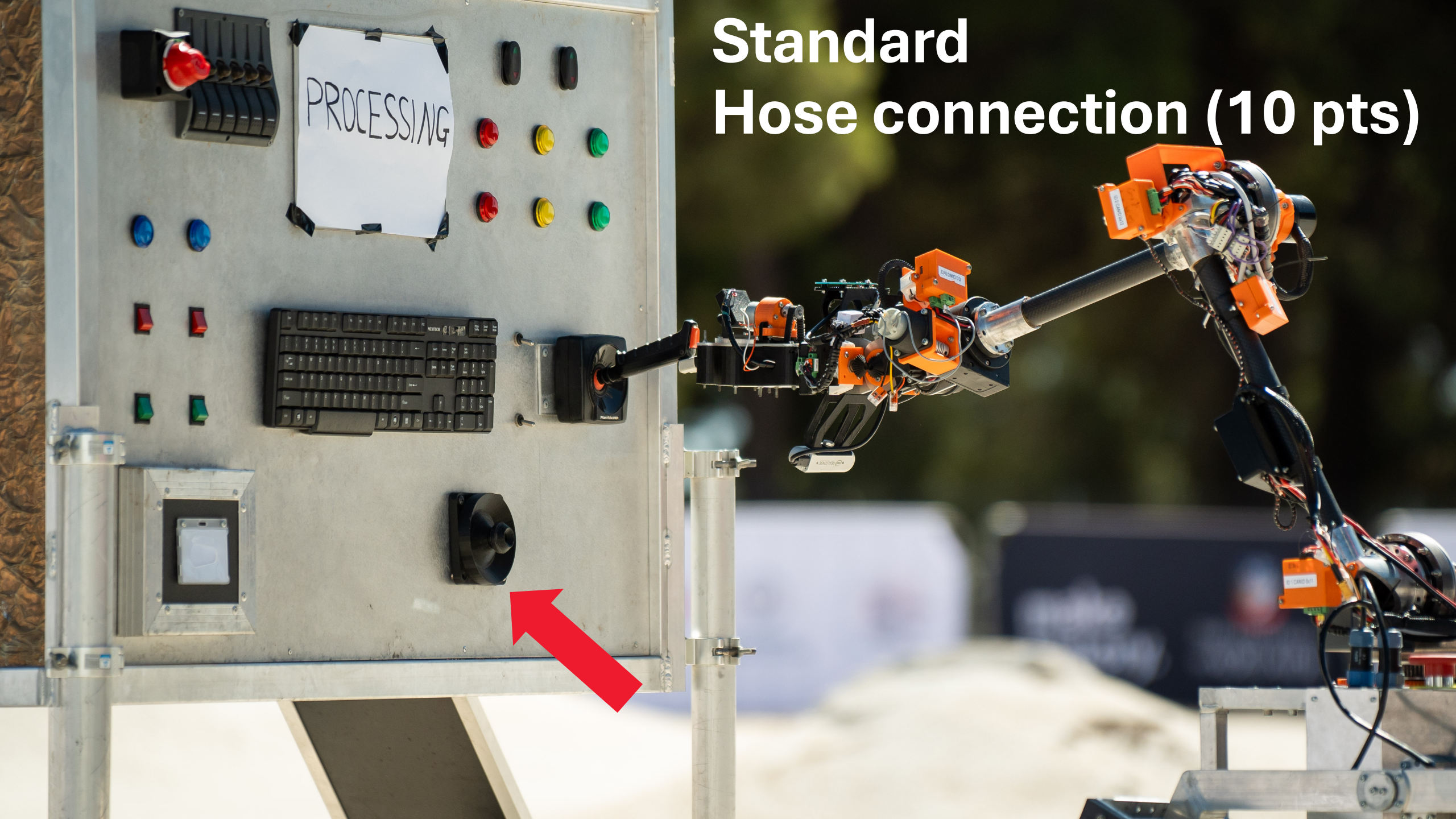
RFID (10 pts)



Maintenance (20 pts)



Standard Hose connection (10 pts)



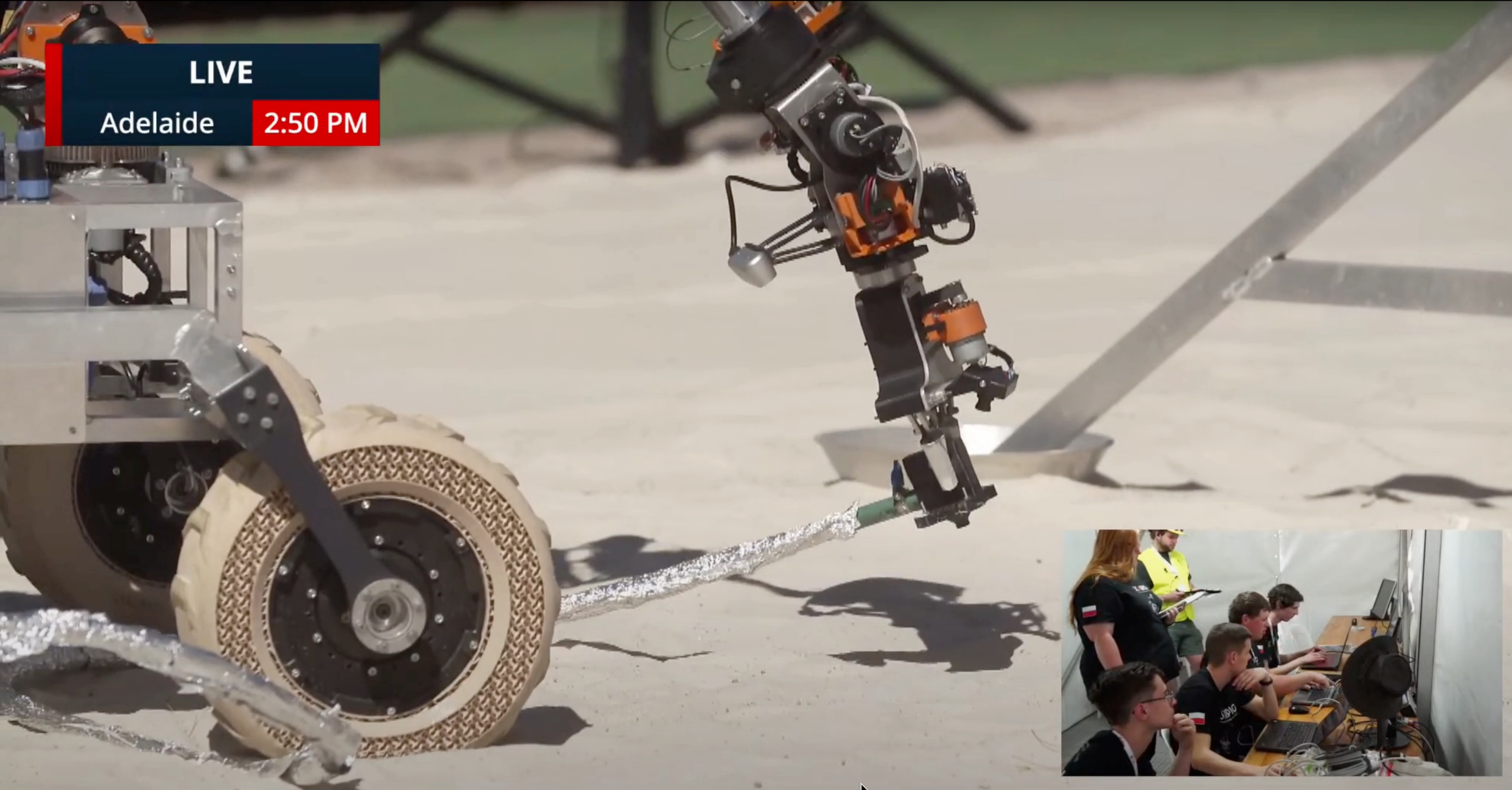
Custom Hose connection (10 pts)



LIVE

Adelaide

2:50 PM



LIVE

Technology

Poland

Post Landing Task

Total Points Available

LIVE

Adelaide

2:51 PM



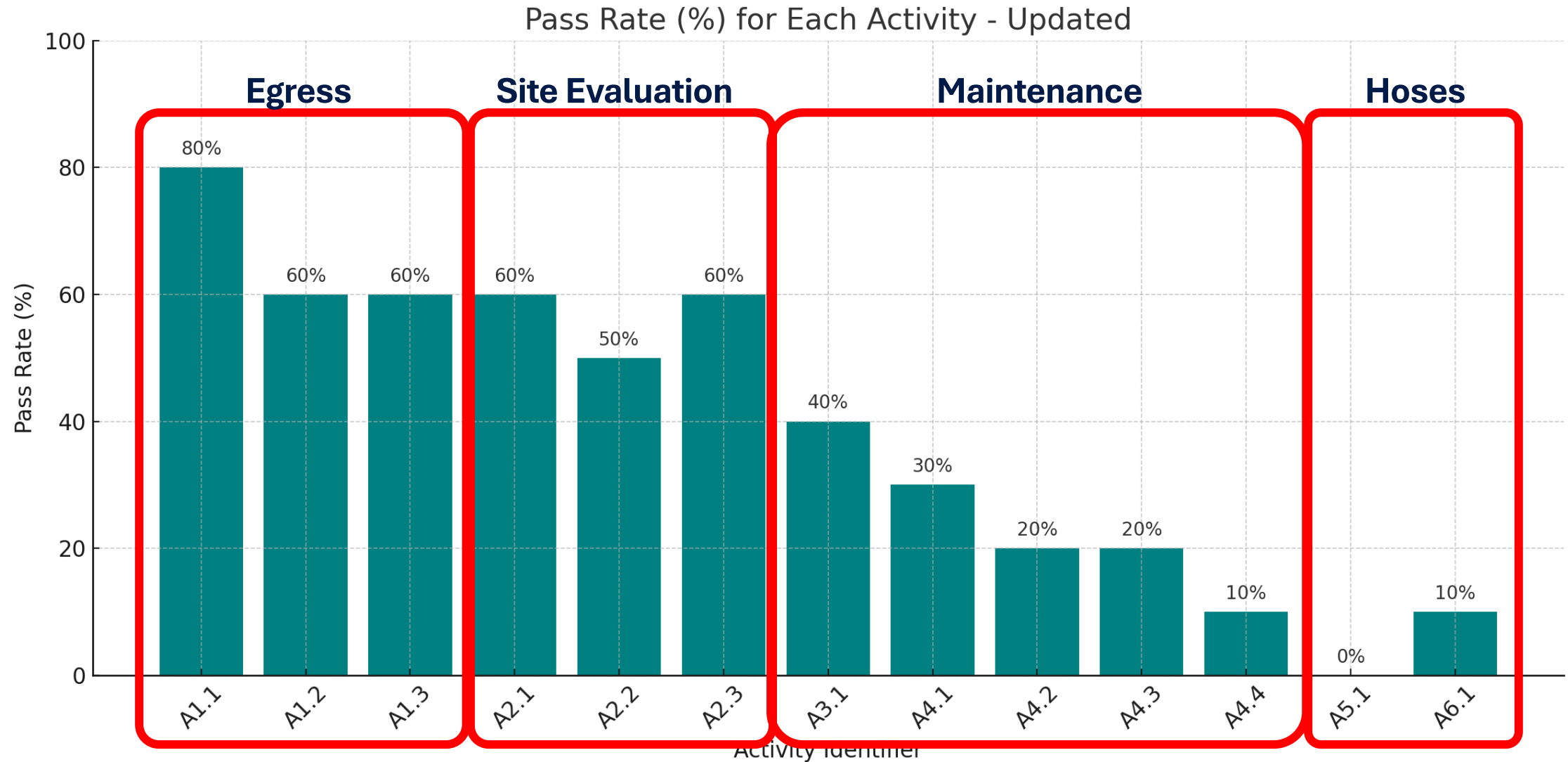
LIVE

oints Available for this Task: 100

Project Scorpio

Wrocław

Post Landing Task 2024 Performance Review



So what exactly do the rovers do?

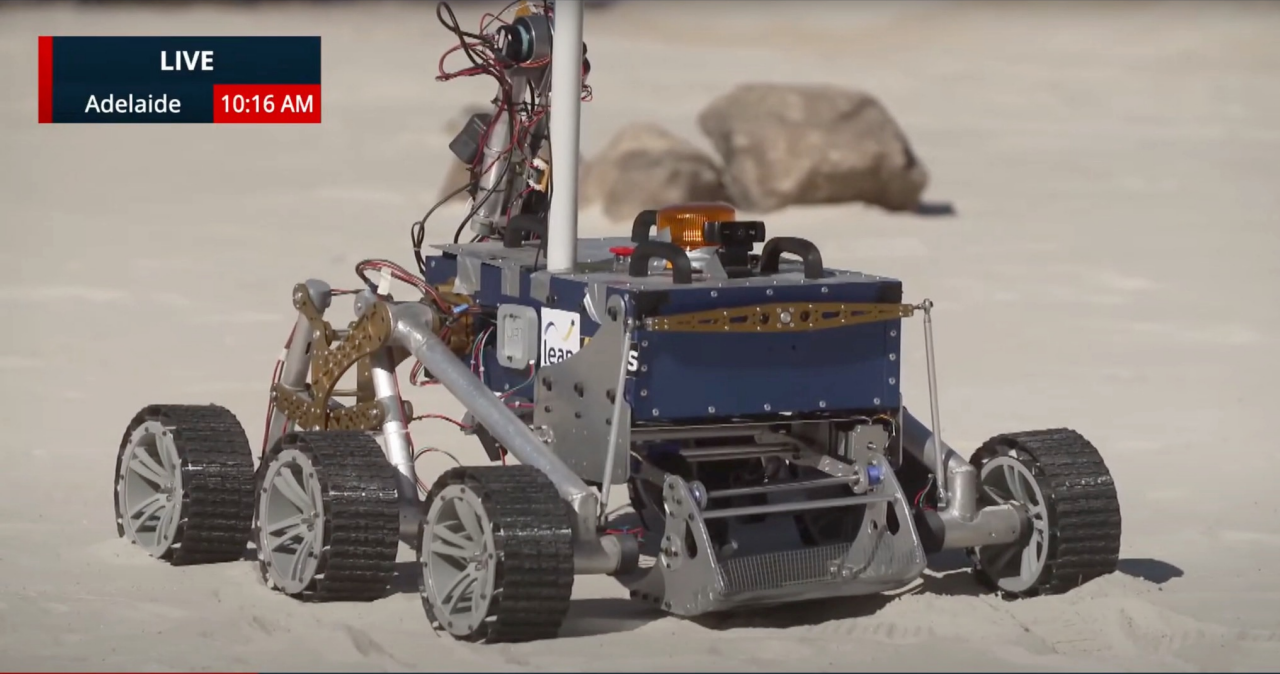
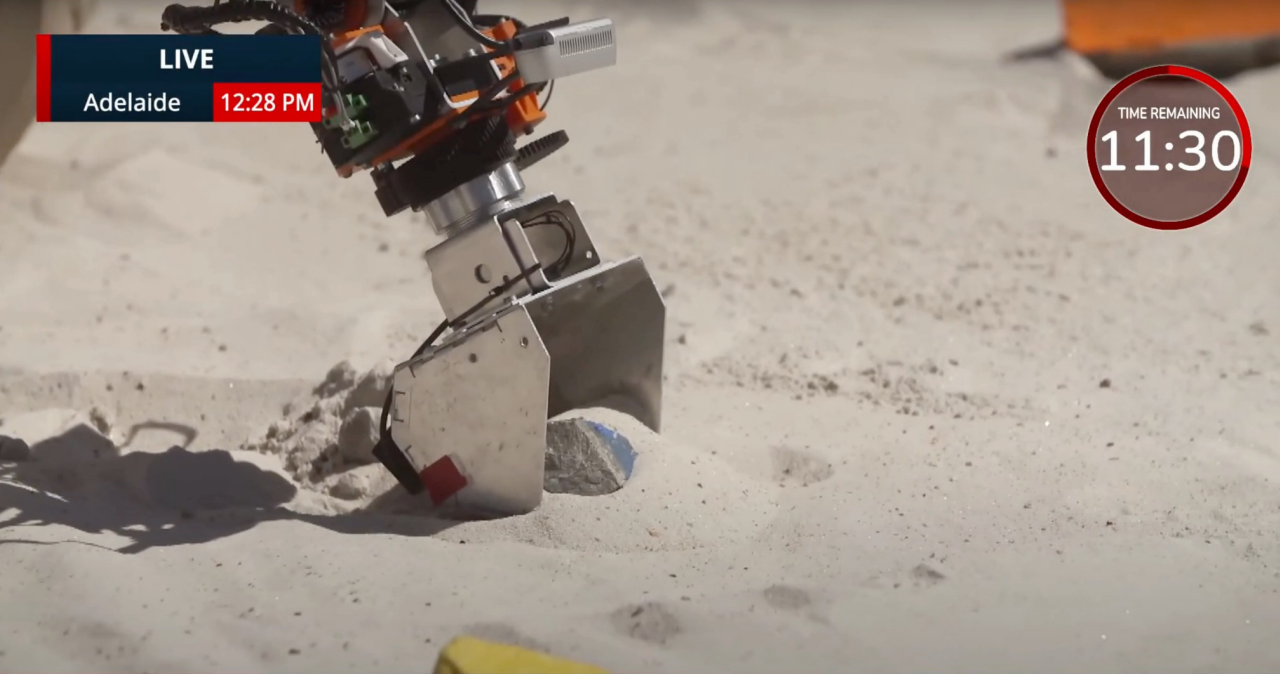
- 500 points
 - Critical Design Review (T-3 months) 25 pts
 - System Acceptance Review (T-1 months) 75 pts
 - Post Landing Task 100 pts
 - **Excavation & Construction Task 100 pts**

Descend Ramp (5pts)



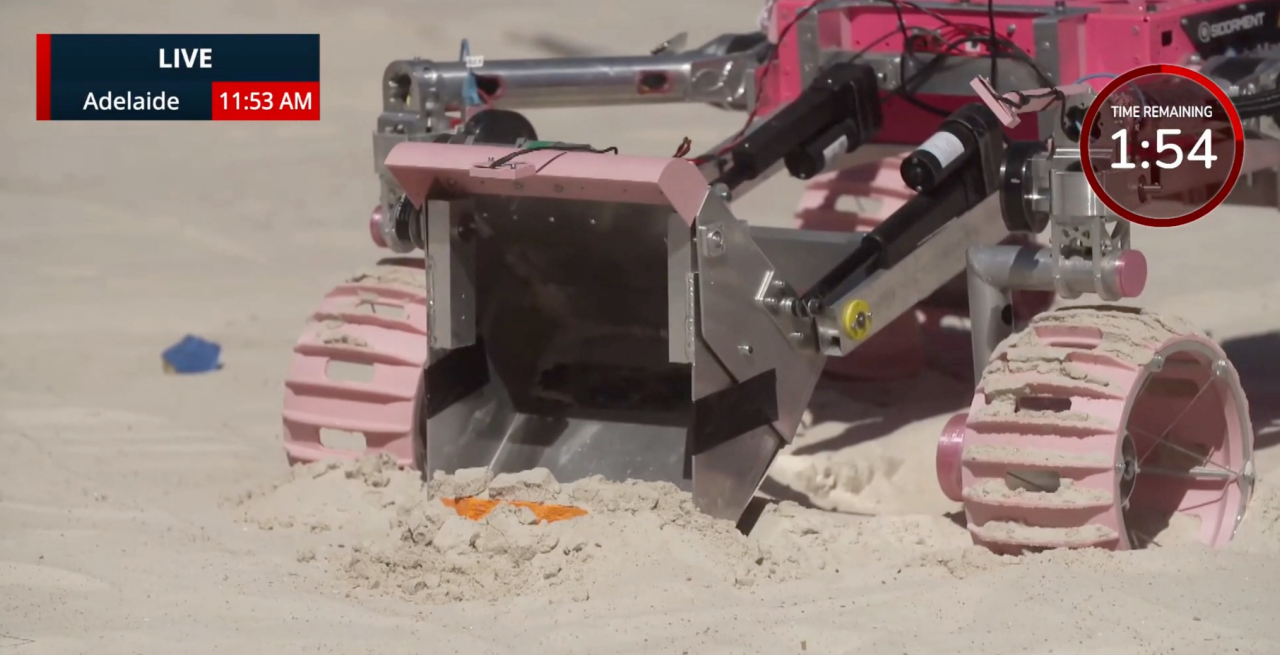
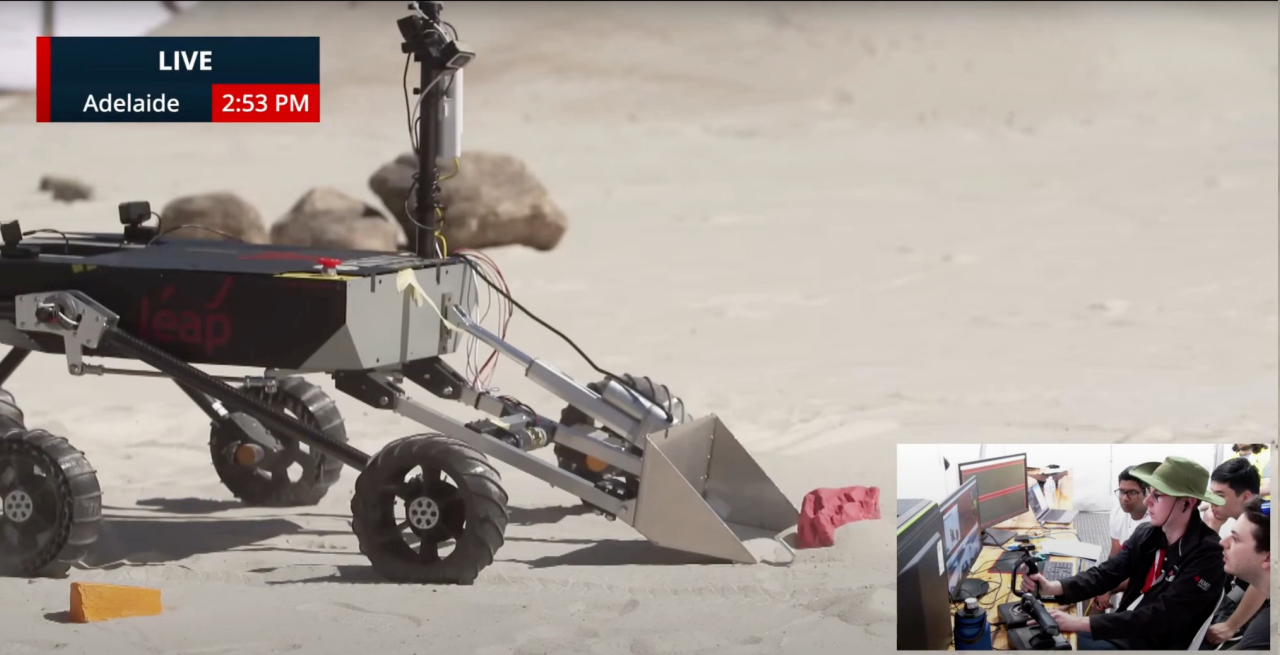
Rock Clearing (30 pts)





LIVE Project Scorpio Wrocław University of Science and Technology

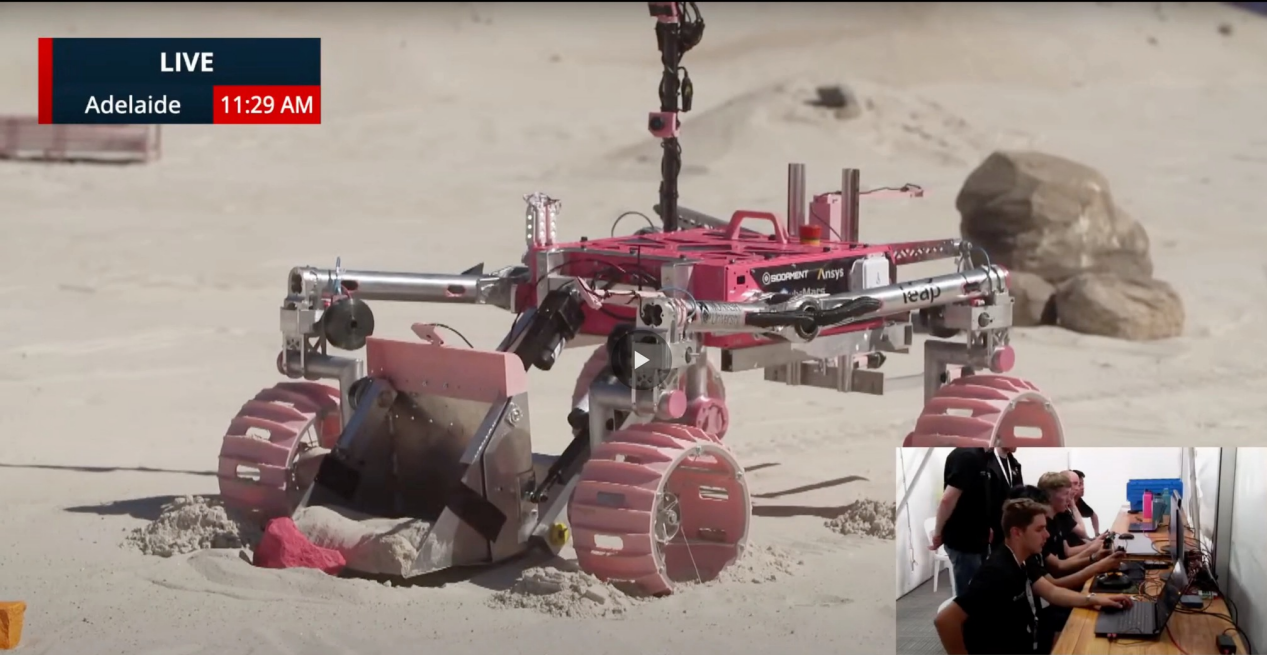
LIVE Points Available for this Task: 100 UniMelb Rover Team University of Melbourne



LIVE Task Total Points Available for this Task: 100 RMIT Rover Team

LIVE Australia ELO2 Excavation & Construction Task Total Points Available for this Task: 100

LIVE
Adelaide 11:29 AM



LIVE

Total Points Available for this Task: 100 Monash Nova

LIVE
Adelaide 11:07 AM

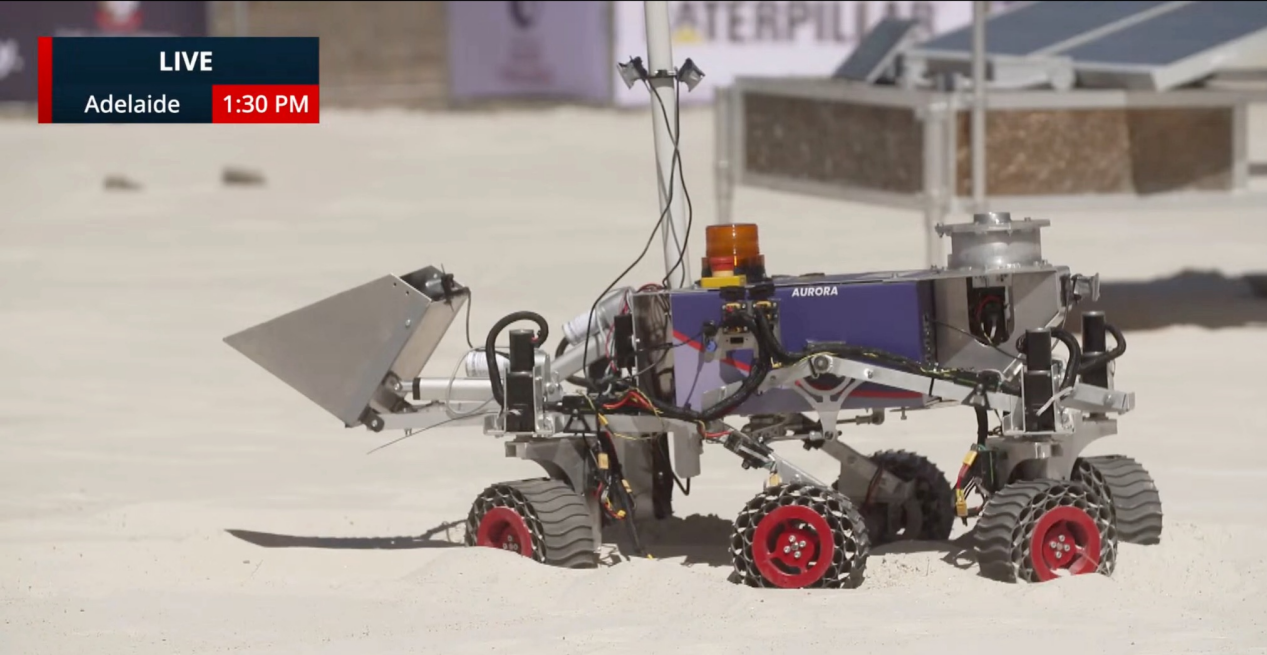


TIME REMAINING
2:24

LIVE

University of Queensland Australia ELO2 Excavation & C

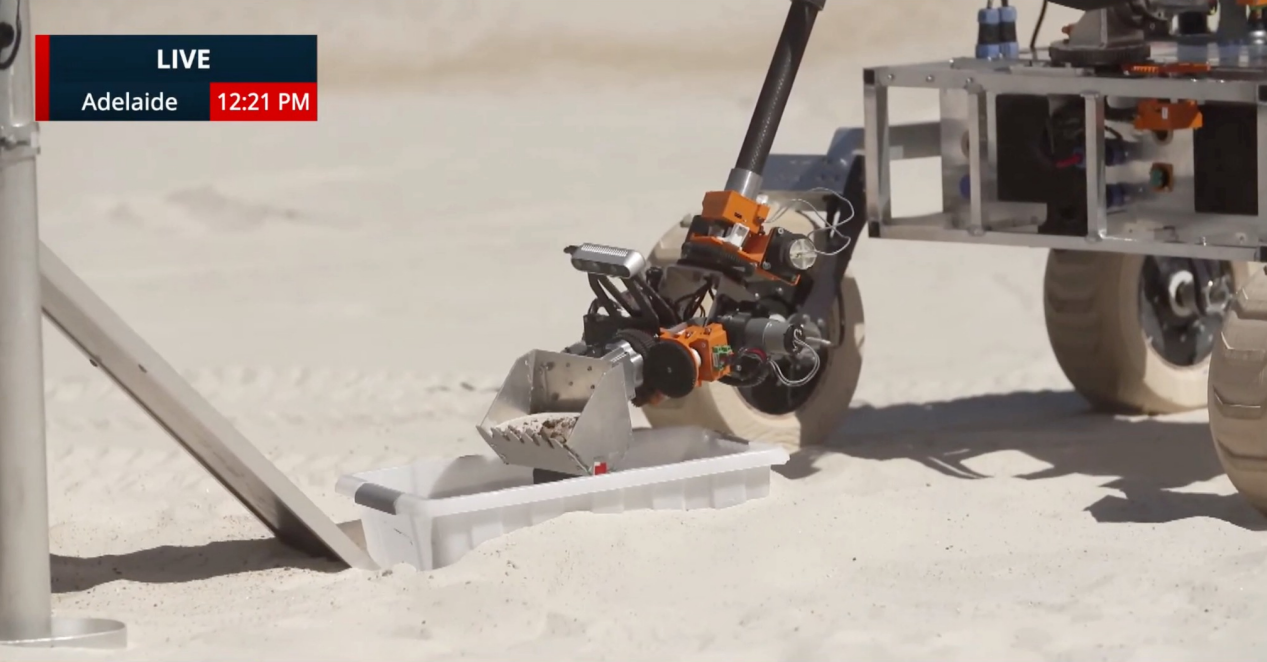
LIVE
Adelaide 1:30 PM



LIVE

University of Adelaide Australia ELO2 Excavation & Construction

Mobility is tricky...



LIVE

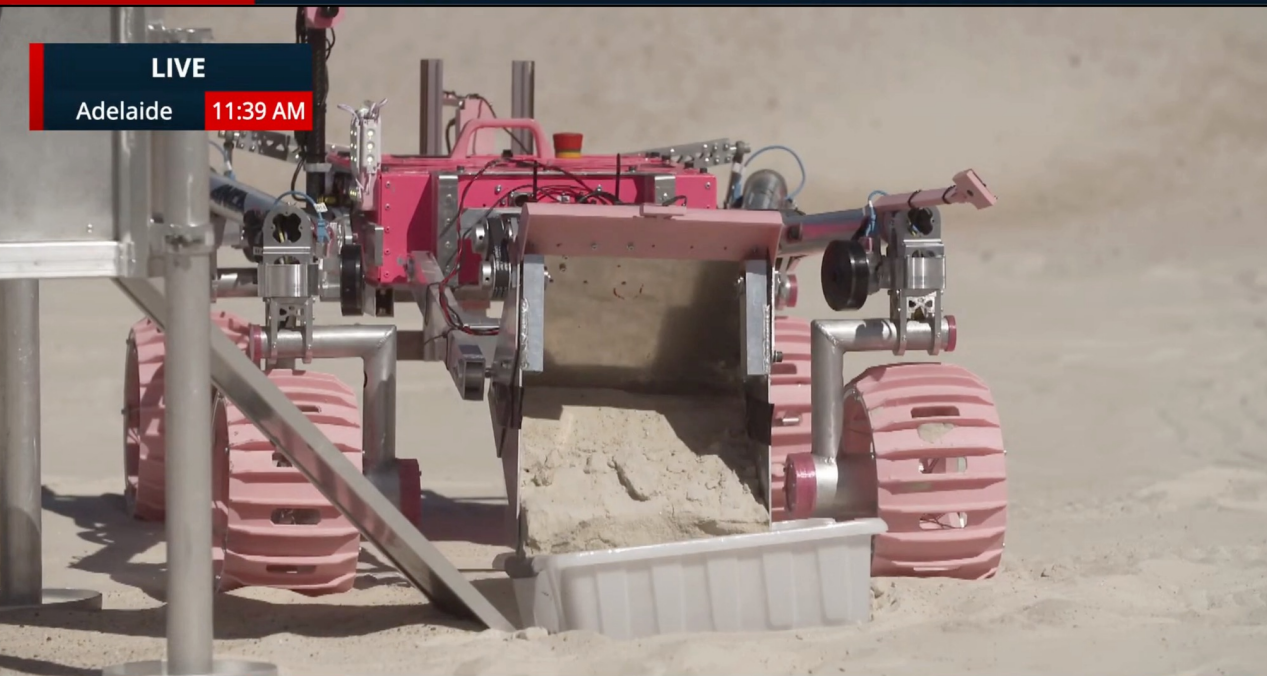
Adelaide 12:21 PM

LIVE

logy

Poland

ELO2 Excavation & Construction Task



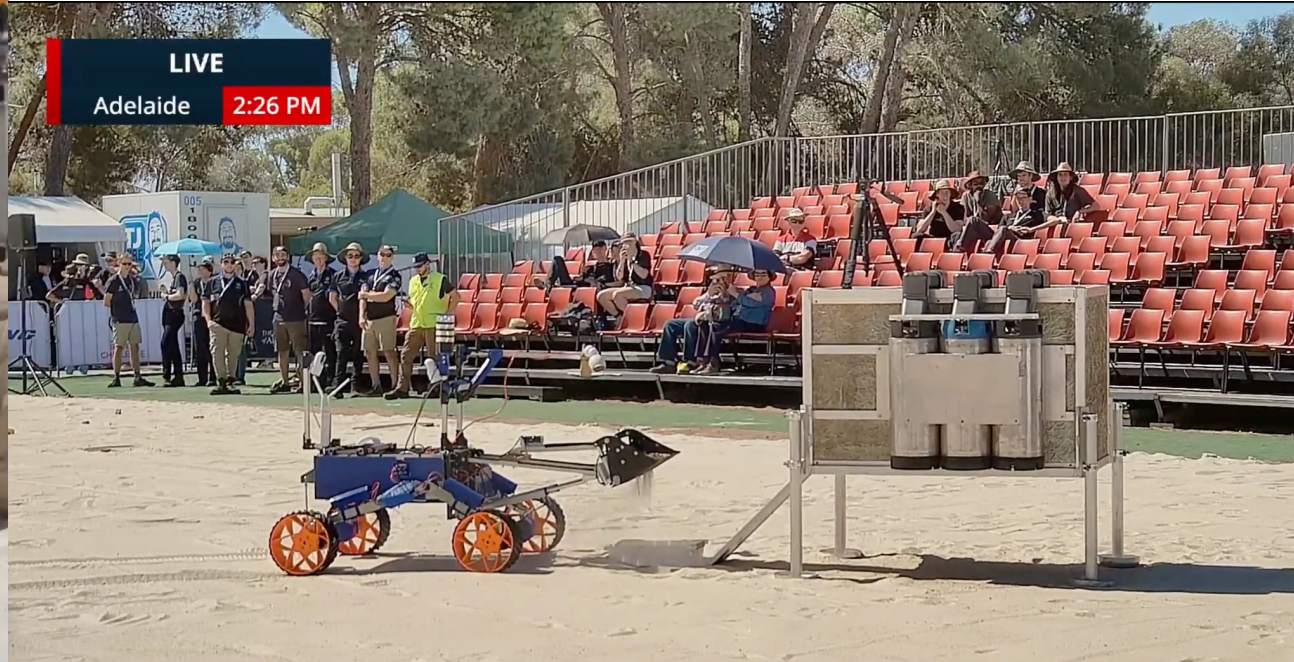
LIVE

Adelaide 11:39 AM

LIVE

n & Construction Task

Total Points Available for this Task: 100



LIVE

Adelaide 2:26 PM

LIVE

Technology

Australia

ELO2 Excavation & Construction T

Excavation & Deposition (25 pts)

Grant Opportunity Guidelines

Moon to Mars Initiative:
Trailblazer Stage 2

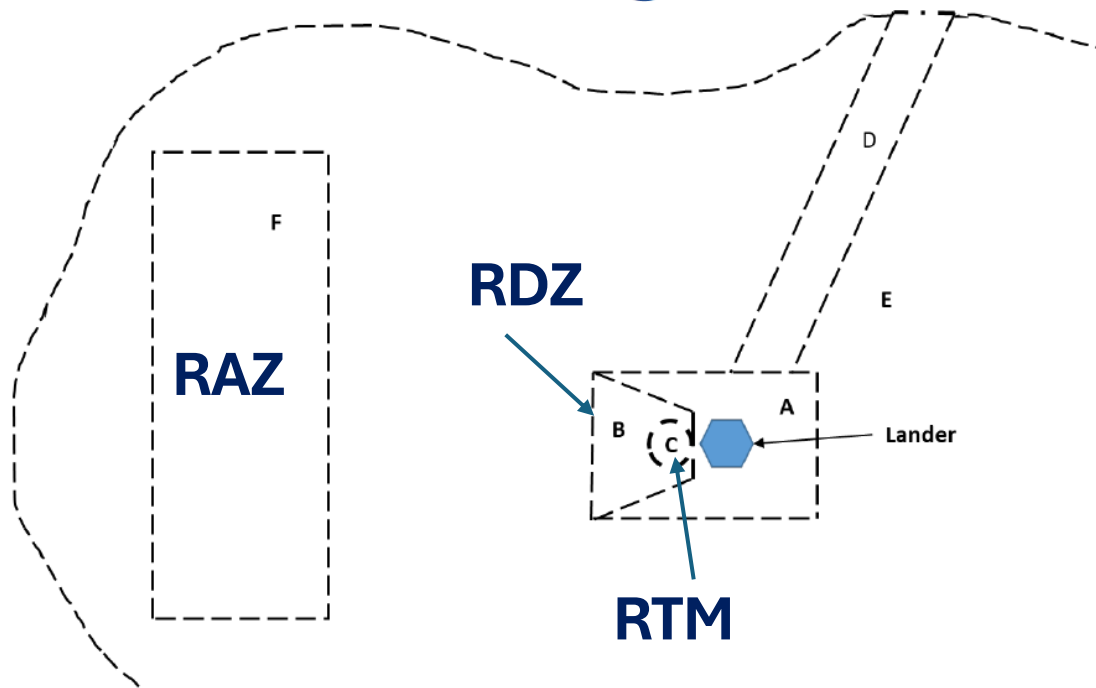
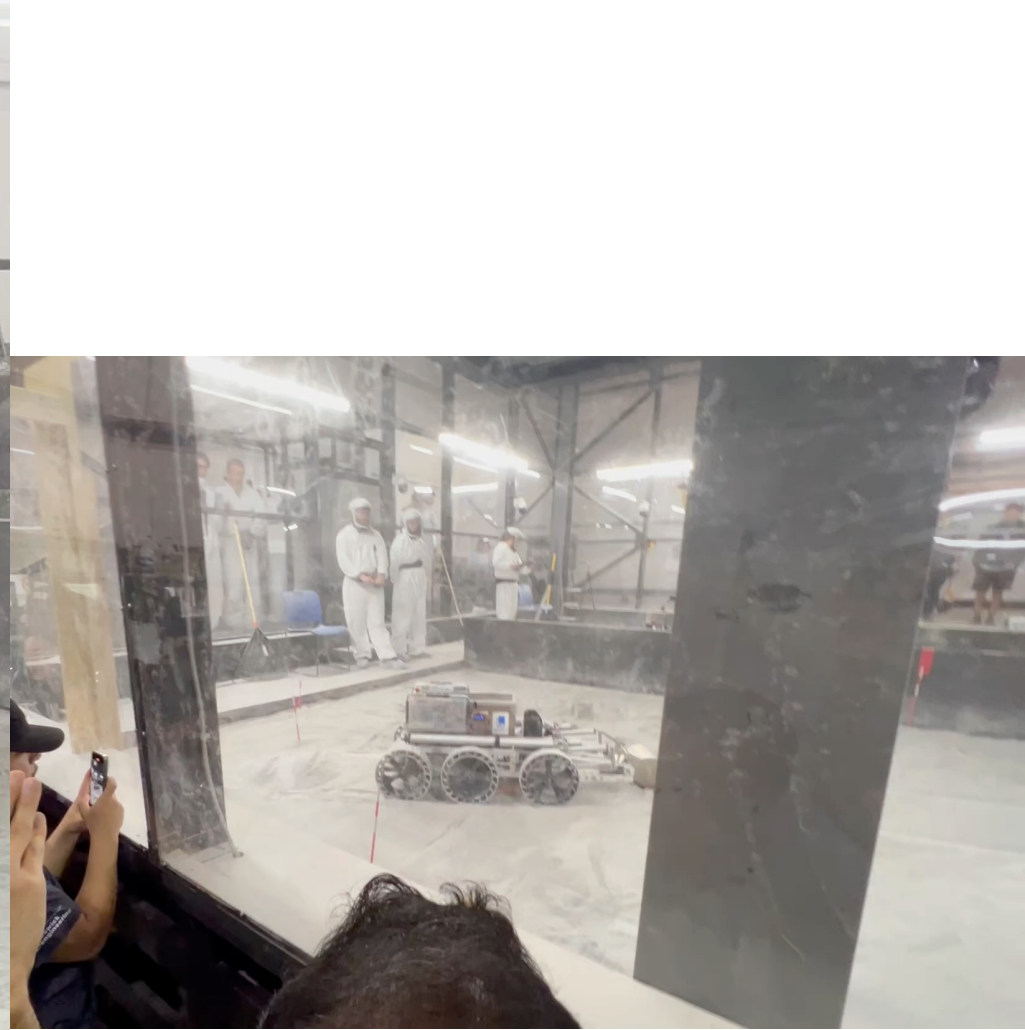
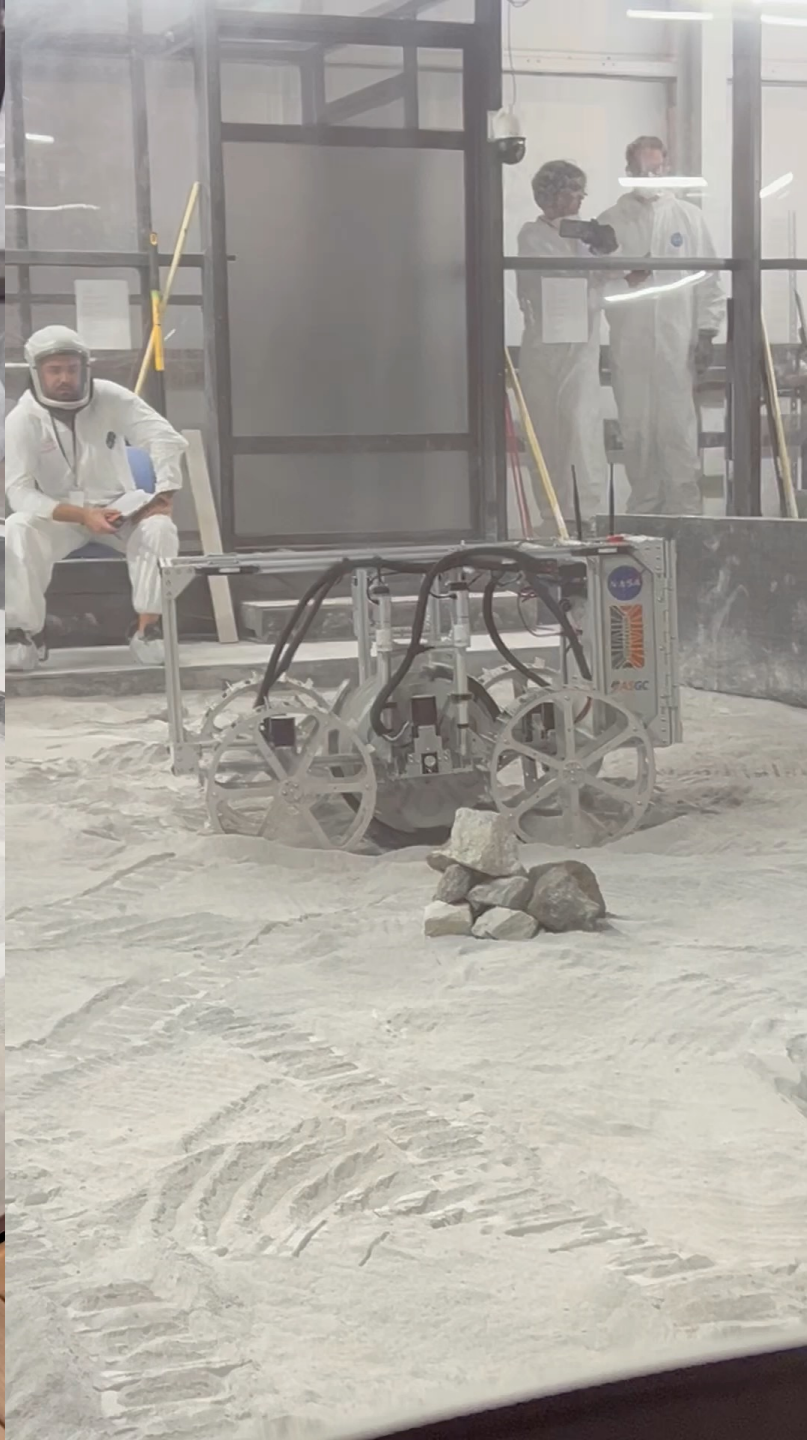


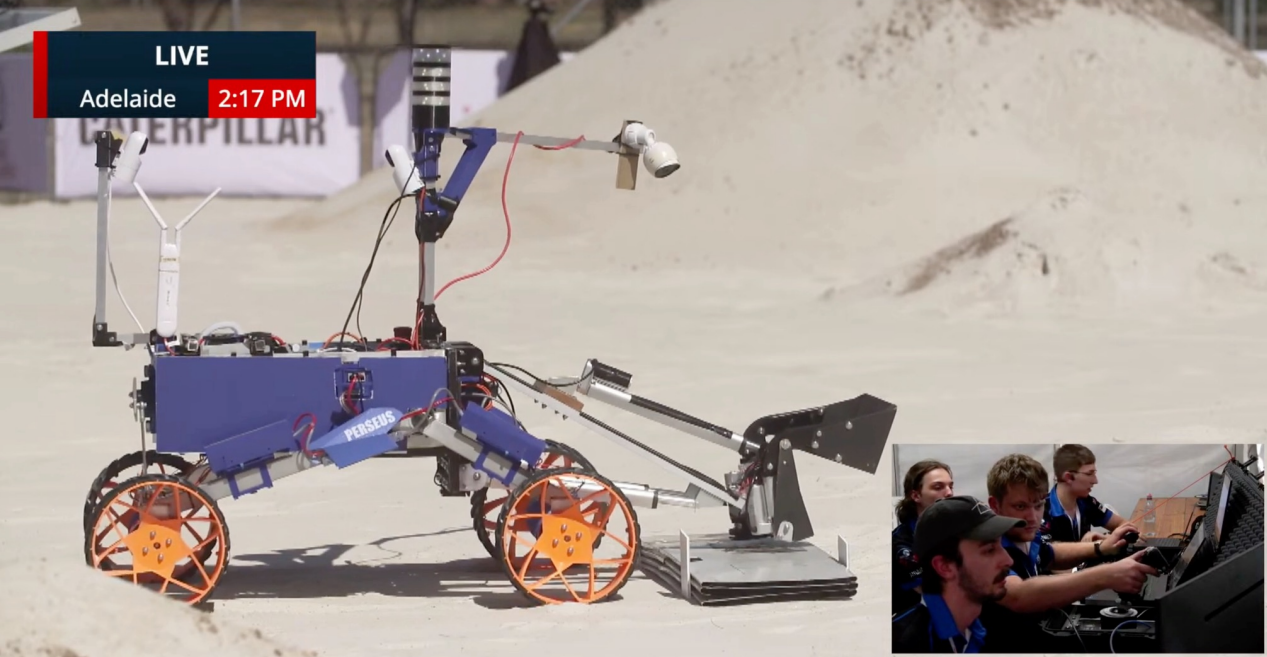
Figure 3: An example diagrammatic representation of Mission Operational Zones on the lunar surface.

F	Regolith Acquisition Zone (RAZ)	Regions identified for regolith acquisition	Rover may acquire regolith.	Ensure rover does not generate dust from regolith
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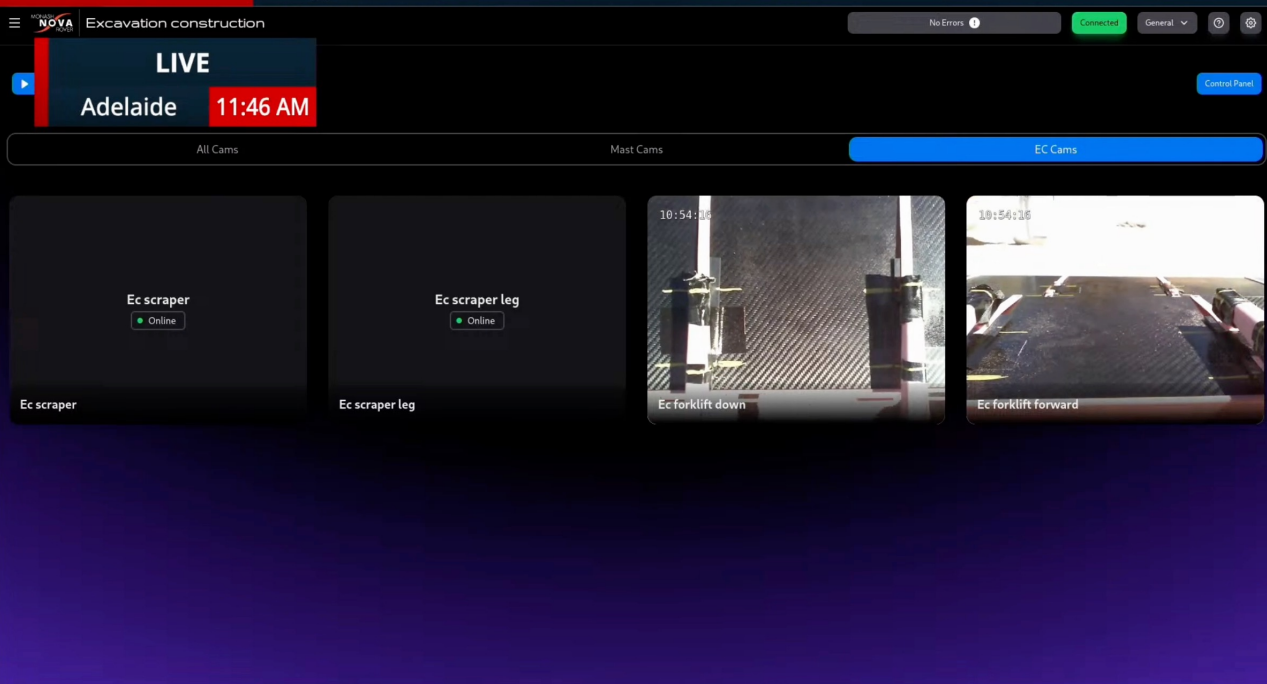
C	Regolith Deposit Zone (RDZ)	Location where the Rover deposits the acquired regolith. This zone is within the RIZ (TBC).	Rover will operate under constrained motion, orientation and approach path (TBD) within the RDZ.	Ensure safe and effective transfer of regolith from the Rover to ISRU facility
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Req ID	TBR-FSR-ISR-GEN-1110
The Regolith Transfer Mechanism (RTM) shall be in the Regolith Deposit Zone (RDZ)	





LIVE ology Australia ELO2 Excavation & Construction Task

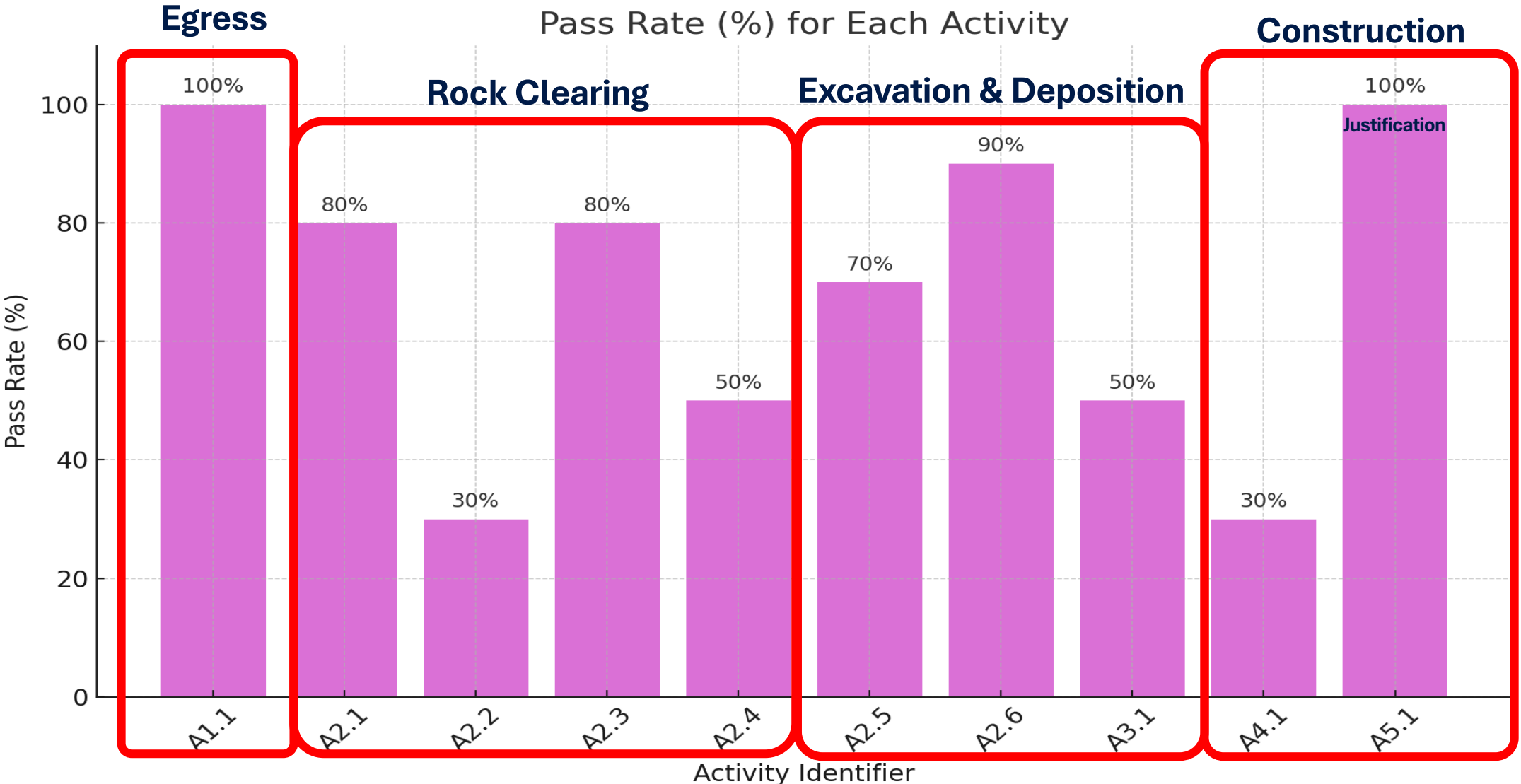


LIVE al Points Available for this Task: 100 Project Scorpio W

Paver Construction (25 pts)

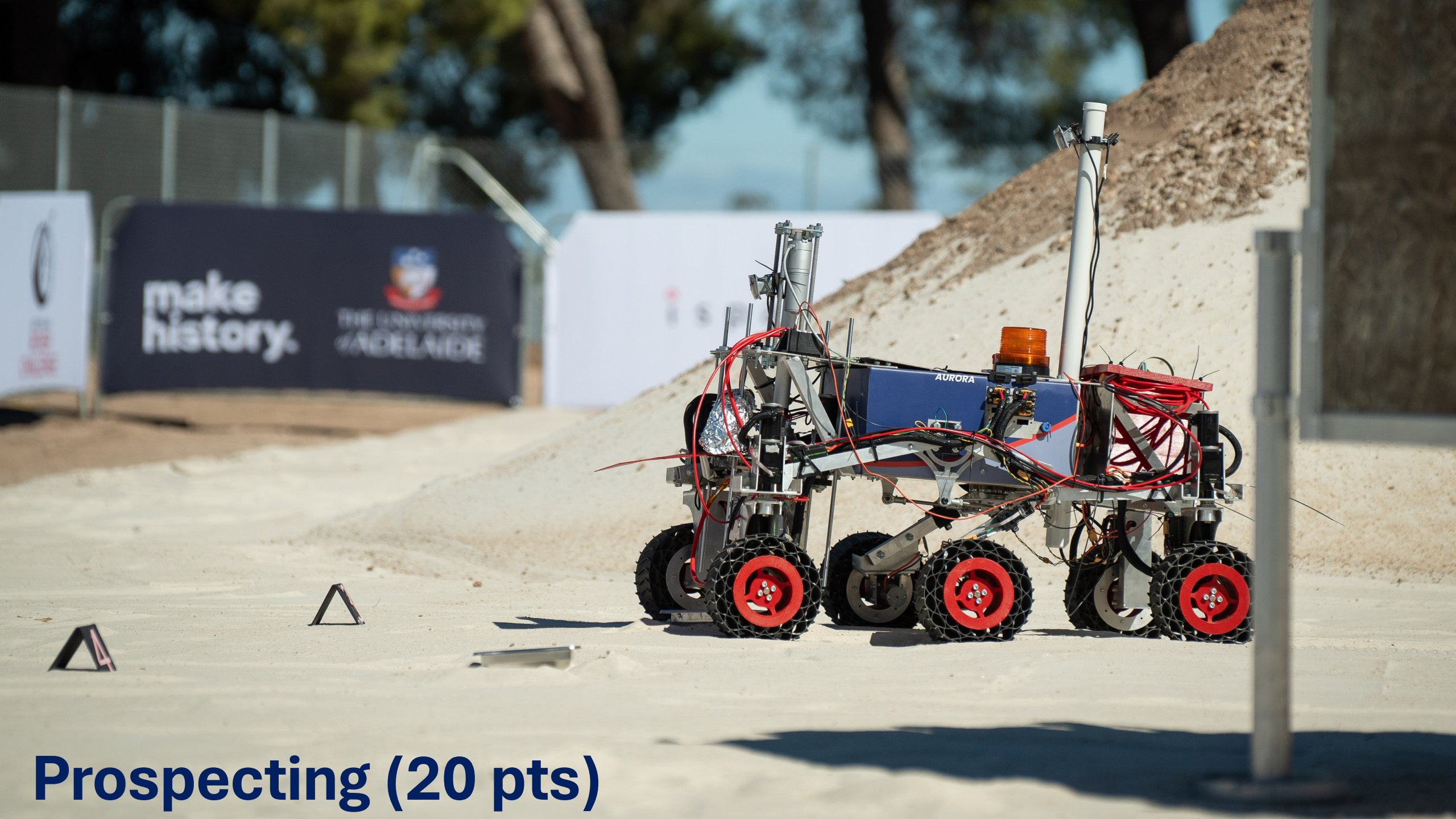
Excavation & Construction Task

2024 Performance Review



So what exactly do the rovers do?

- 500 points
 - Critical Design Review (T-6 months) 25 pts
 - System Acceptance Review (T-3 months) 75 pts
 - Post Landing Task 100 pts
 - Excavation & Construction Task 100 pts
 - **Space Resources Task 100 pts**

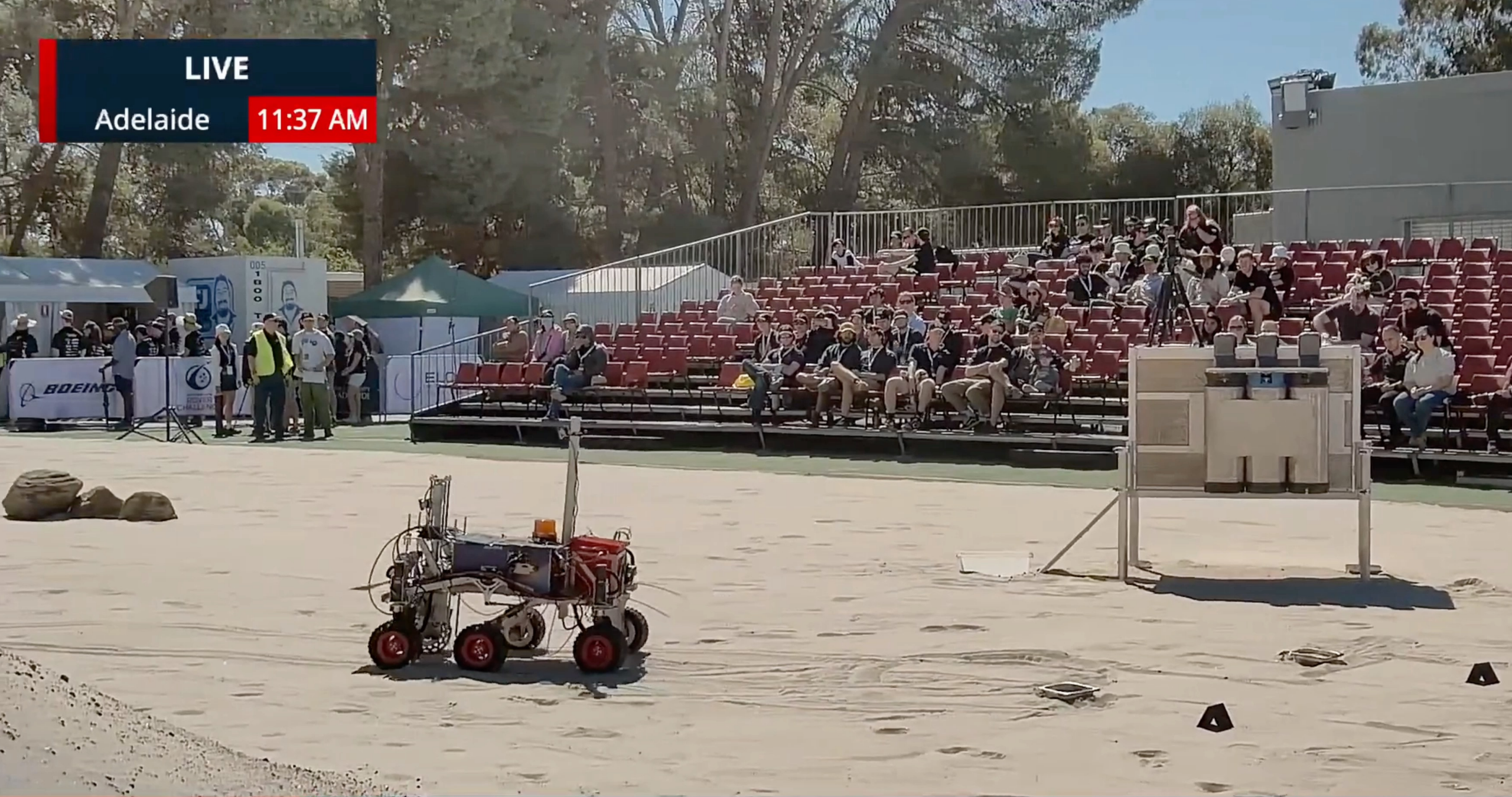


Prospecting (20 pts)

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Adelaide

11:37 AM



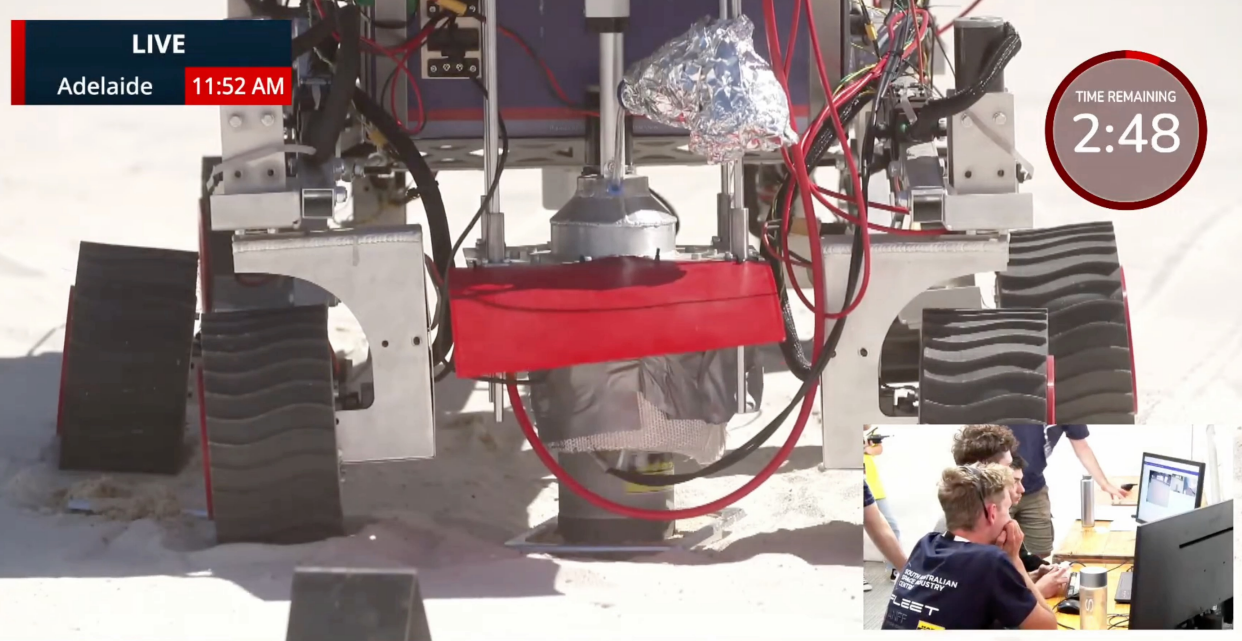
LIVE

iSpace Space Resources Task

Total Points Available for this

Excavation & Processing (50 pts)

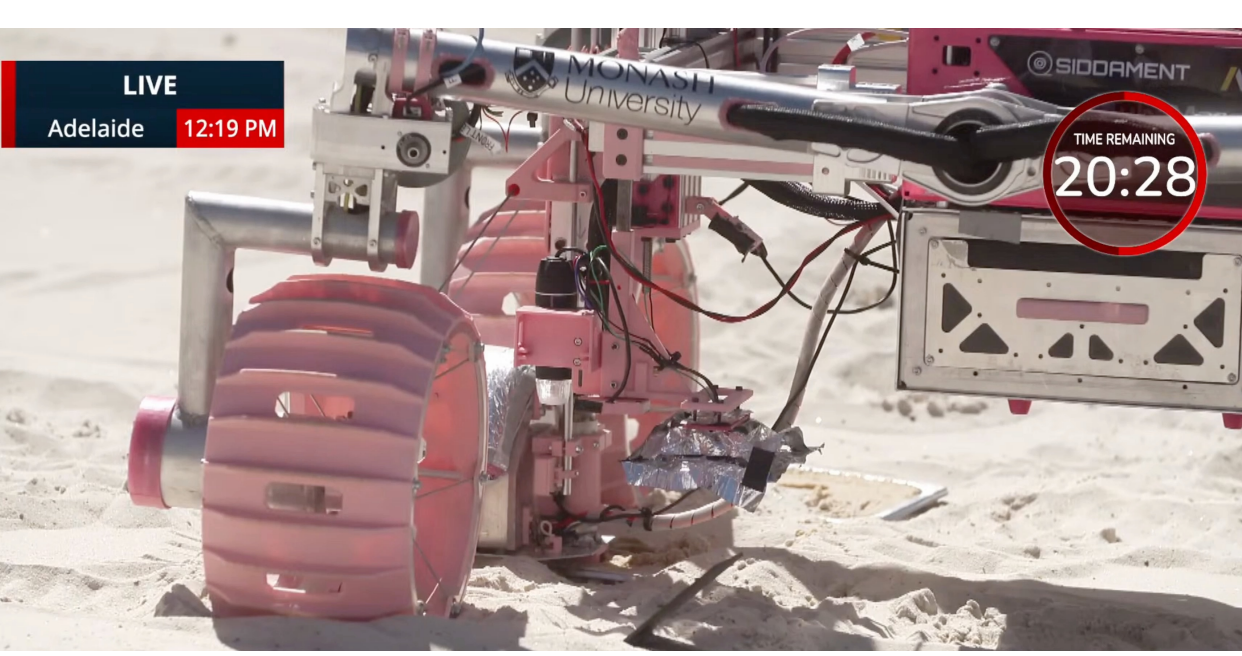




LIVE
Adelaide 11:52 AM

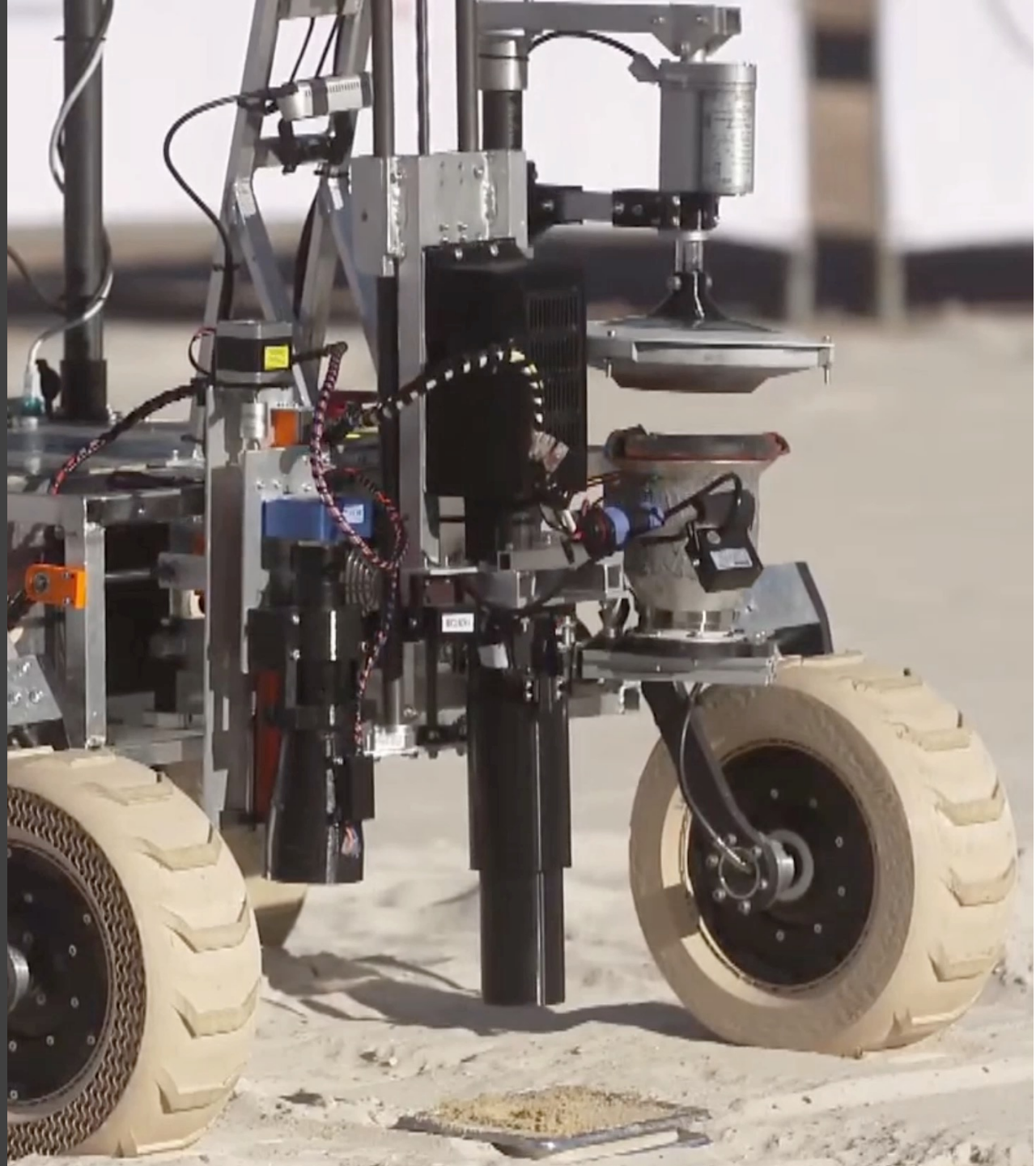
TIME REMAINING
2:48

LIVE Space Resources Task Total Points Available for this Task:



LIVE
Adelaide 12:19 PM

TIME REMAINING
20:28



LIVE

Adelaide

1:22 PM

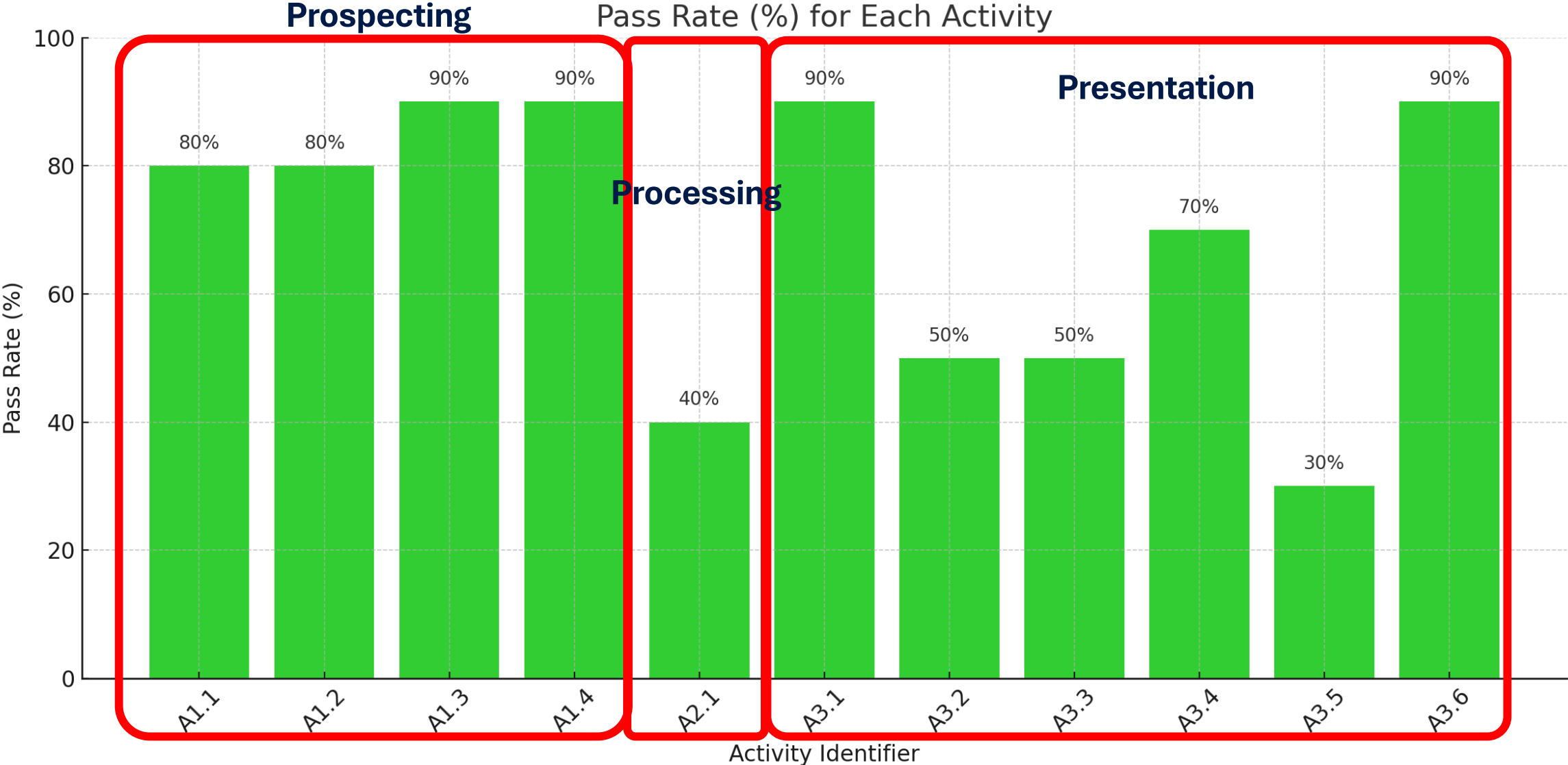


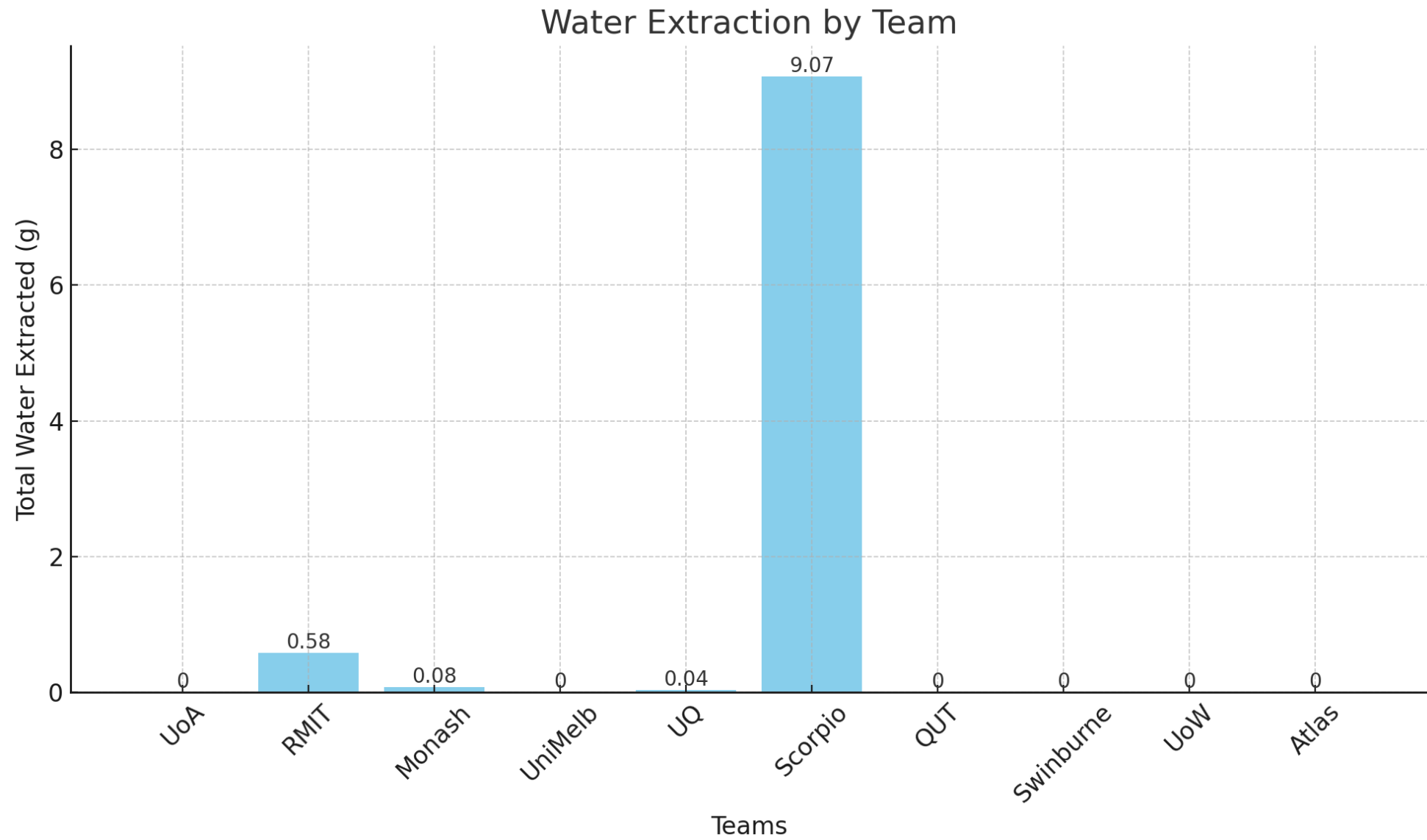
Presentation (30 pts)

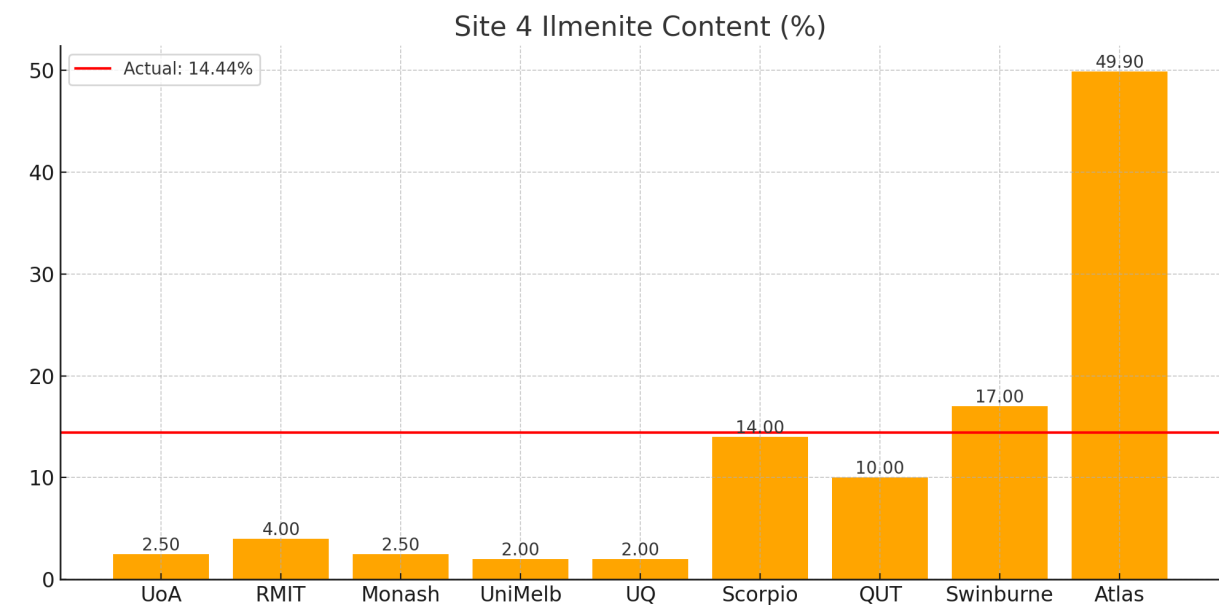
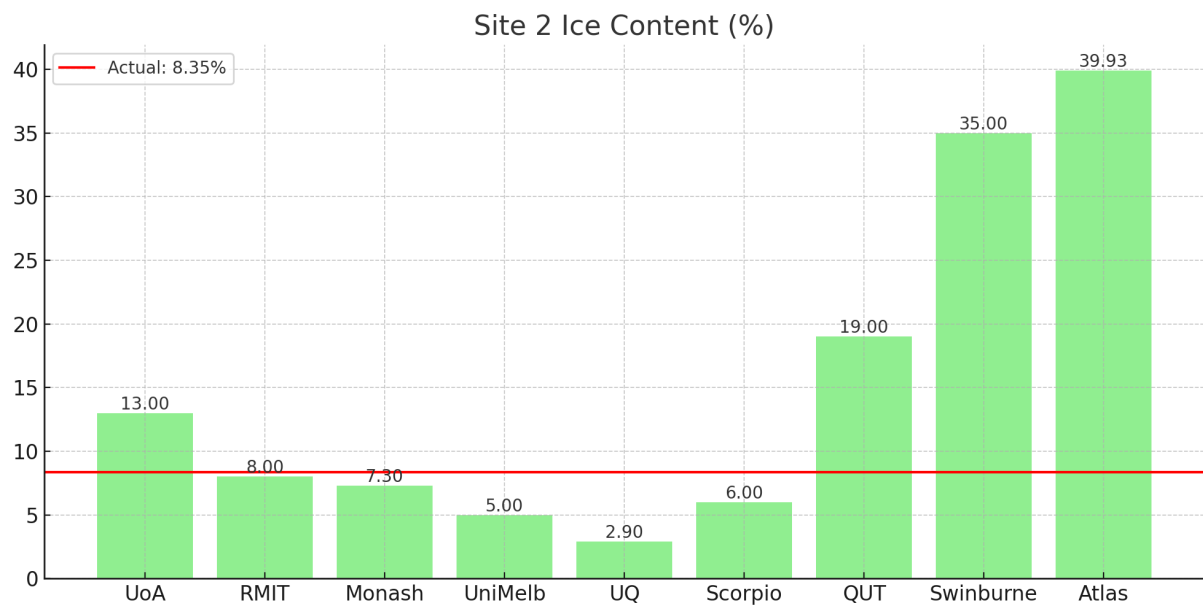
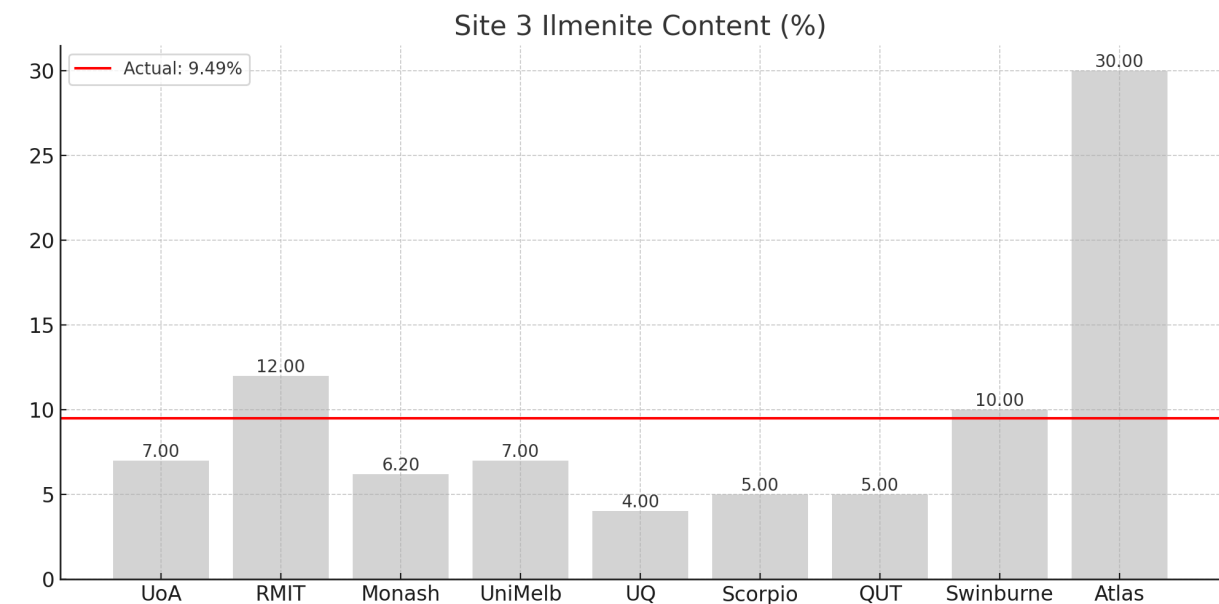
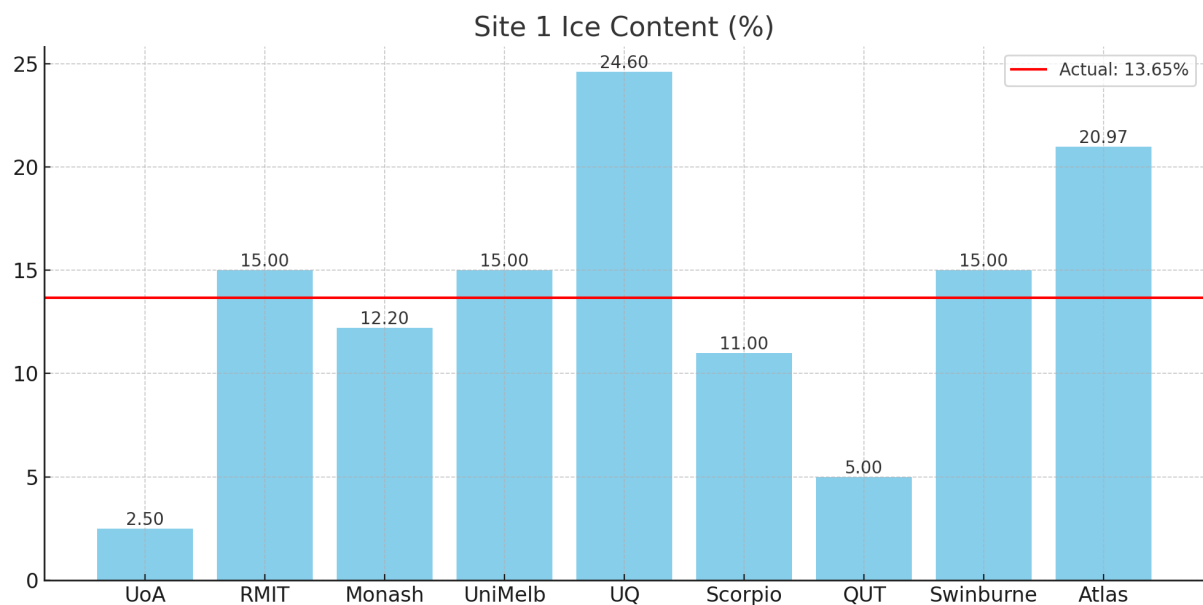


Excavation & Construction Task

2024 Performance Review







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 - Post Landing Task 100 pts
 - Excavation & Construction Task 100 pts
 - Space Resources Task 100 pts
 - **Mapping & Autonomous Task 100 pts**

LIVE

Adelaide

3:07 PM

TIME REMAINING

2:11



LIVE

ct Scorpio

Wrocław University of Science and Technology

LIVE

Adelaide

2:15 PM



No source selected

Properties

Filters

Scenes

Sources

Audio Mixer

Scene Transitions

Controls

All Cameras Front Only Reverse Arm

Base Station Camera 4 Camera 5 Camera 3 Camera 2 Camera 1

Fade Duration 300 ms

Start Streaming Stop Recording Start Virtual Camera Studio Mode Settings Exit

LIVE

le for this Task: 100

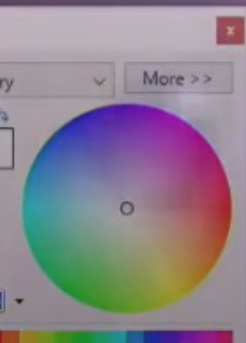
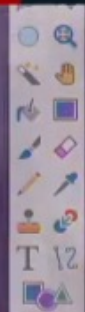
UQ Space

University of Queensland

LIVE

Adelaide

1:57 PM



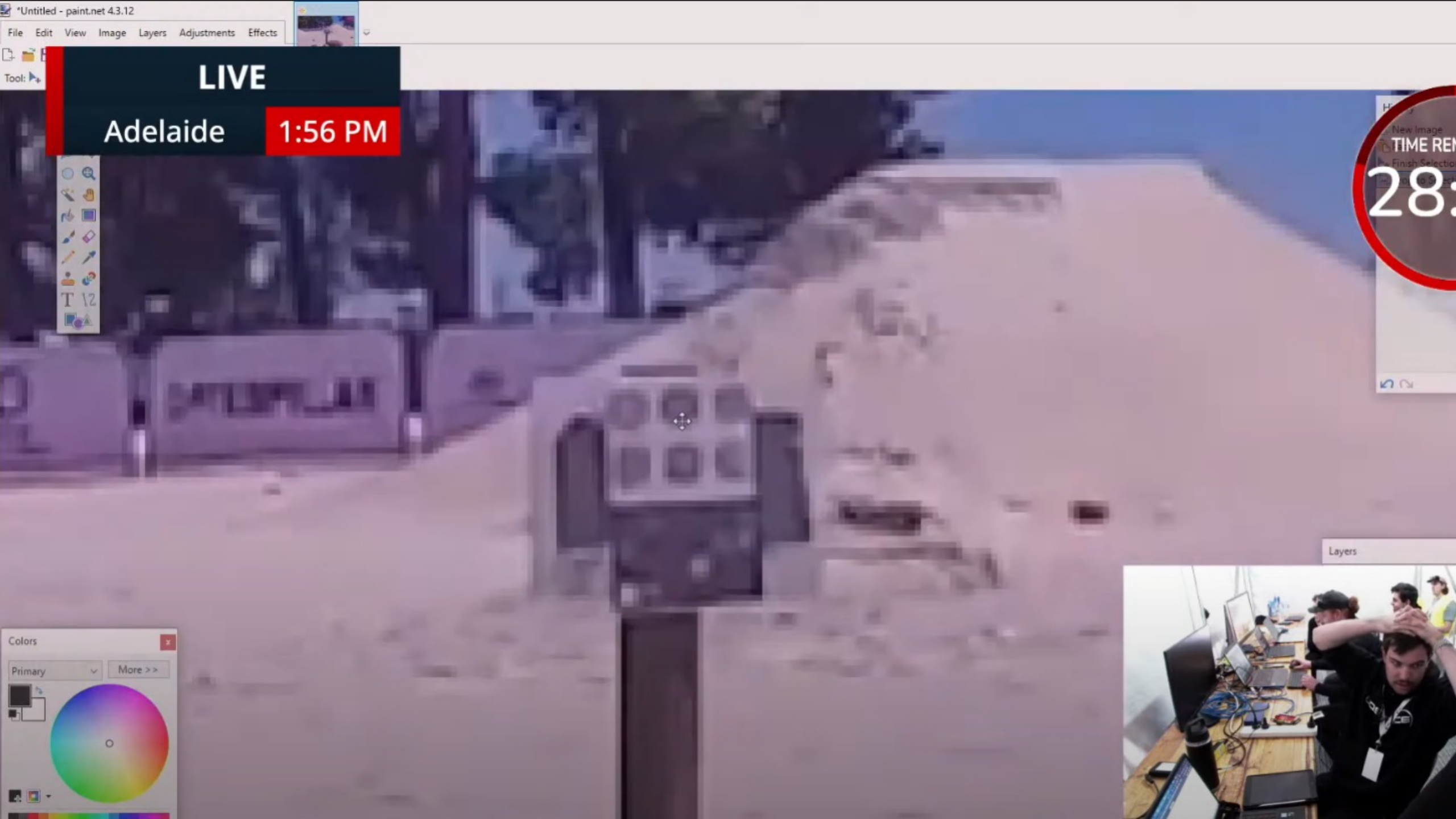
History

New Image

Paste

Layers

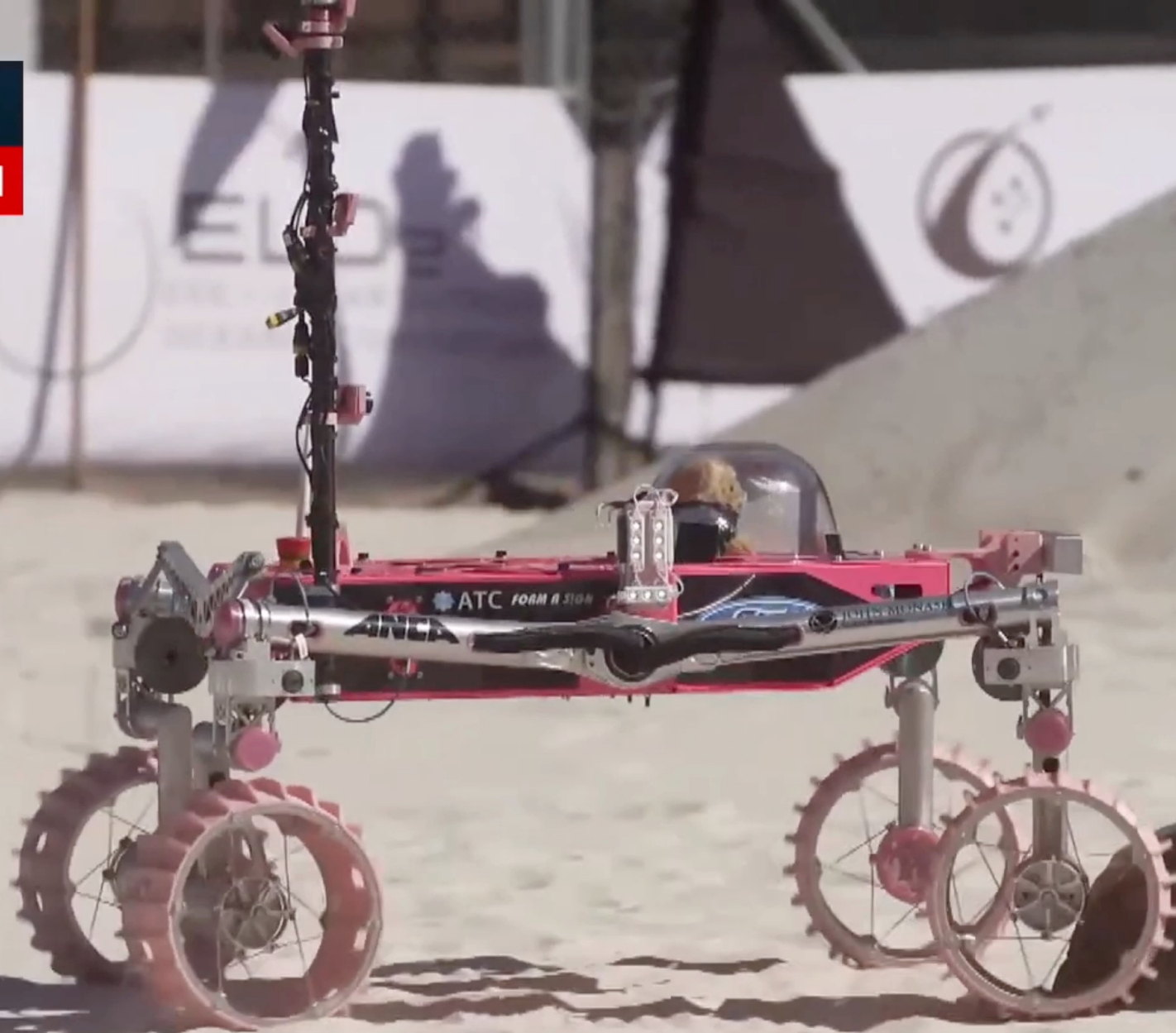




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Adelaide

3:28 PM

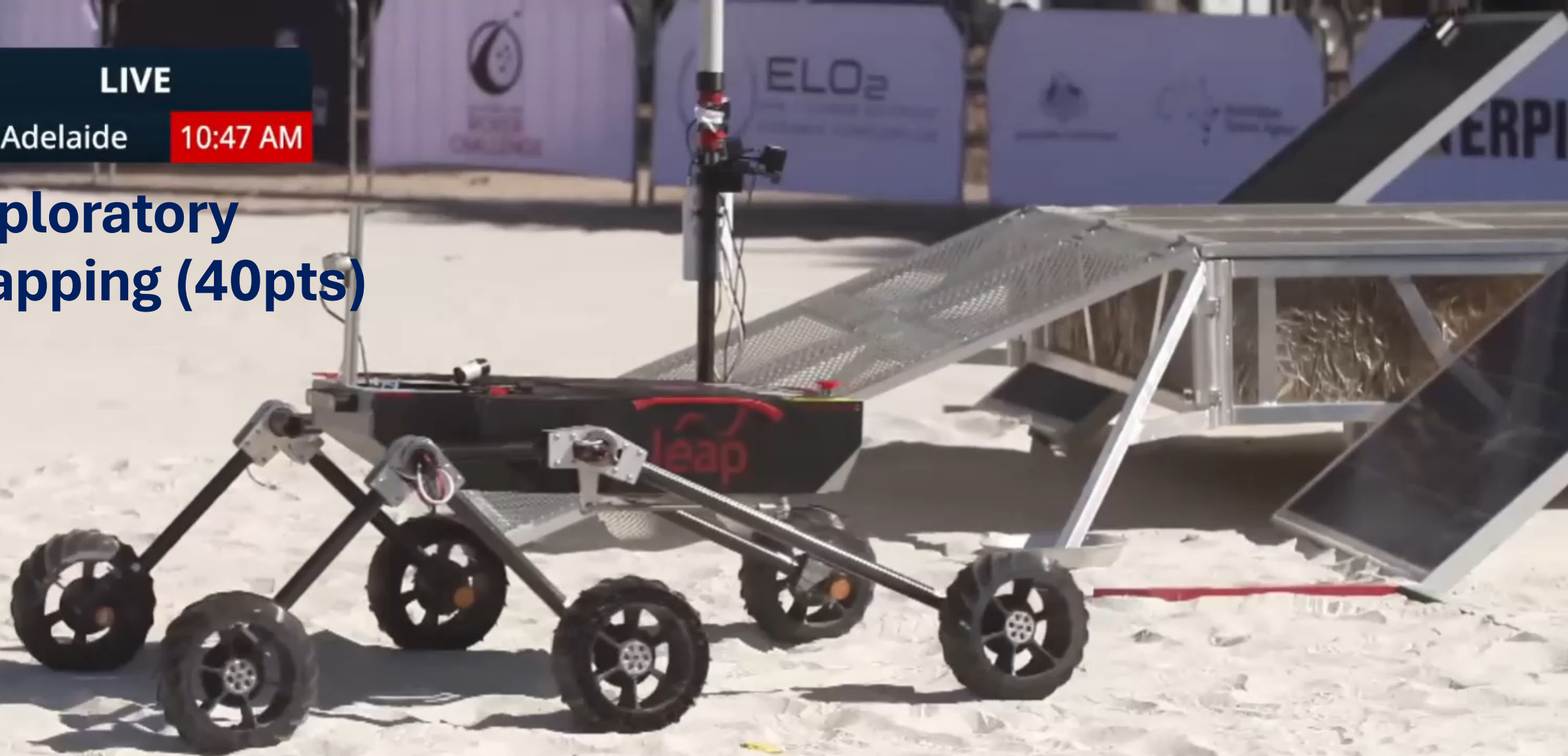


LIVE

Adelaide

10:47 AM

Exploratory mapping (40pts)

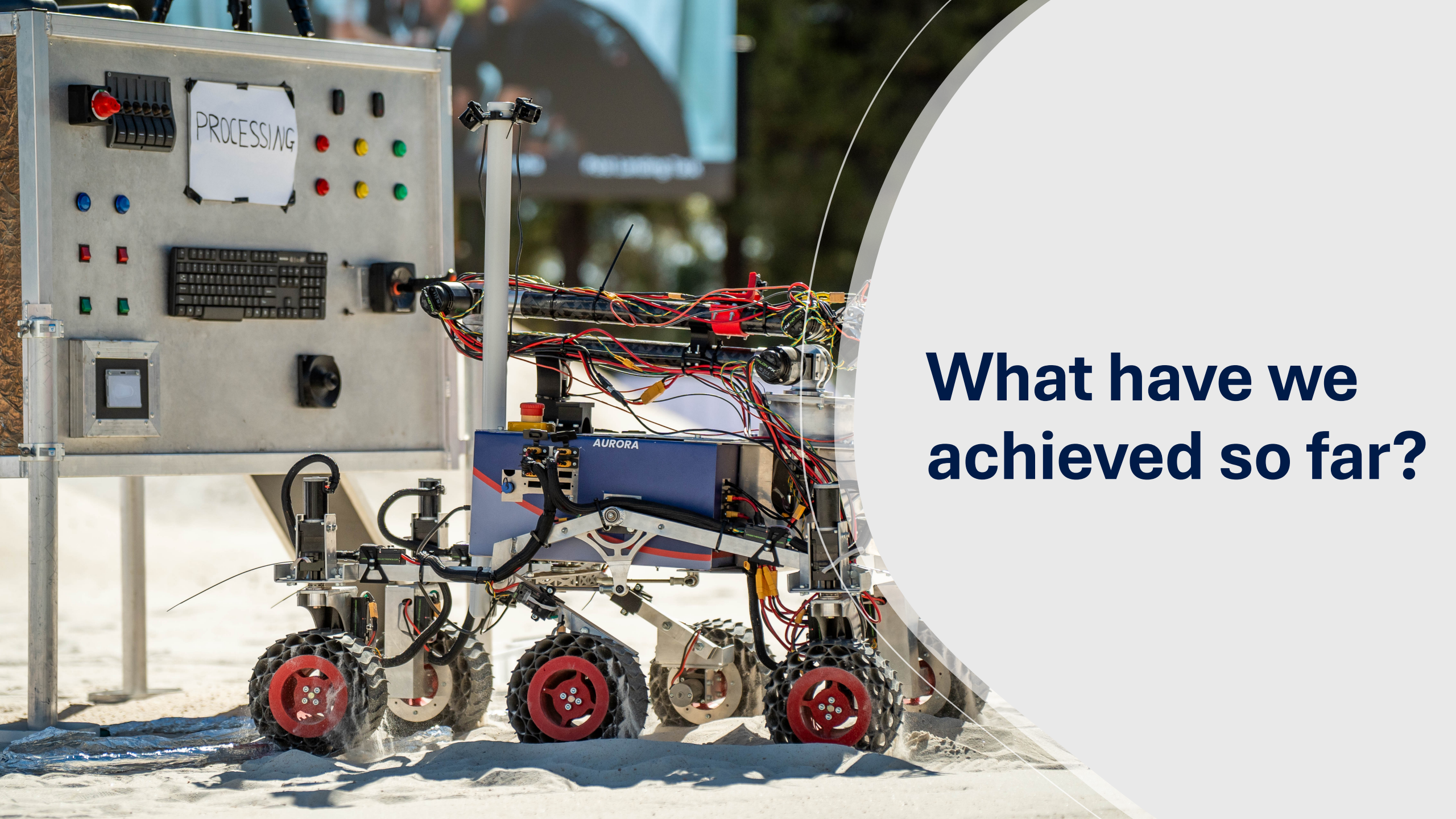


LIVE

nts Available for this Task: 100

RMIT Rover Team

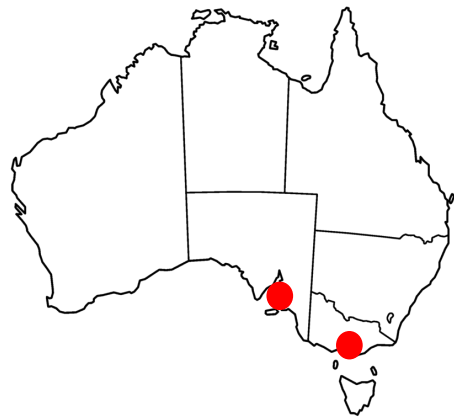
Royal



**What have we
achieved so far?**



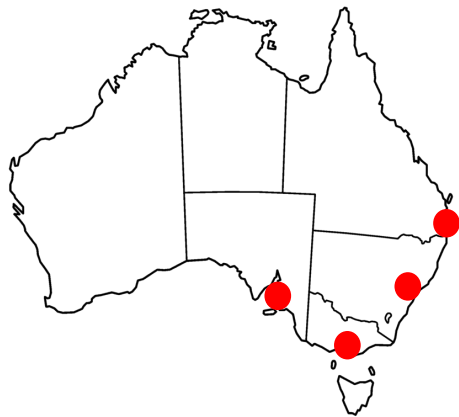
2021



- 3 Australian Teams (2 new)
- 120 Participants



2022



- 5 Australian Teams (2 new)
- 150 Participants



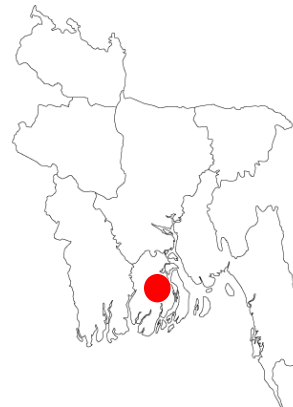
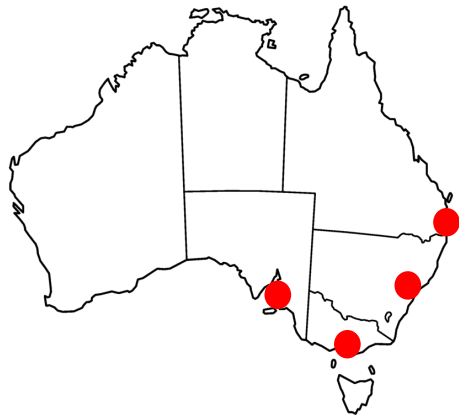
2023



- 7 Australian Teams (2 new)
- 1 Poland Team
- 189 Participants



2024



- 8 Australian Teams (1 new)
- 1 Poland Team
- 1 Bangladeshi Team
- 210 Participants



2024



Day 1 Livestream

Total daily streams

Day 1	1,991
Day 2	1,878
Day 3	1,319
Day 4	1,274
6,462	

Streams by country per day

Day 1		Day 2		Day 3		Day 4	
Australia	77.9%	Australia	70.2%	Australia	76.7%	Australia	73.9%
Poland	9.5%	Poland	12.1%	Poland	7.1%	Poland	7.8%
Bangladesh	2.0%	USA	2.4%	India	2.2%	Bangladesh	1.1%
USA	1.7%	Bangladesh	2.0%	Bangladesh	1.2%	India	0.7%
		India	1.0%			Pakistan	0.5%



**What are we
planning for the
future?**

What are we planning for the future?

Grow more teams

- ARCh March 2025
- 10-19 slots
- 22 teams interested, 15 rover-ready

What are we planning for the future?

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Increase fidelity of real-world constraints

- Power consumption (to calculate kg/W/hr)
- Bandwidth usage (align with commercial limitations)
- Size & Weight optimization (align with commercial limitations)

What are we planning for the future?

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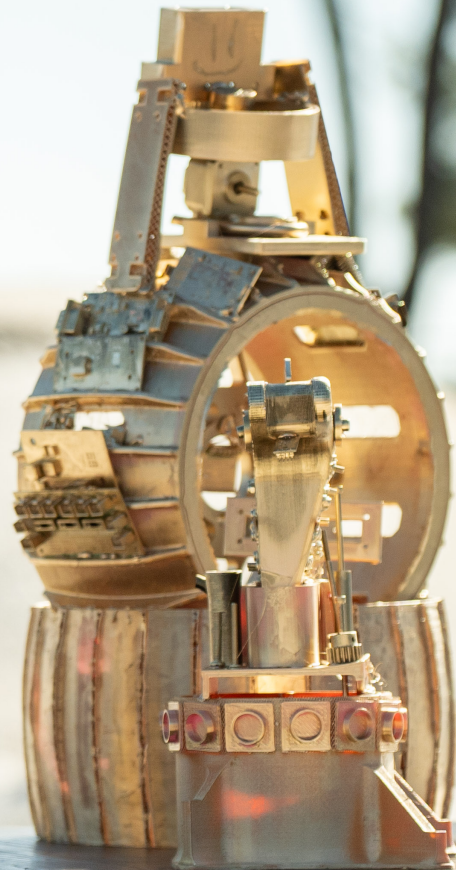
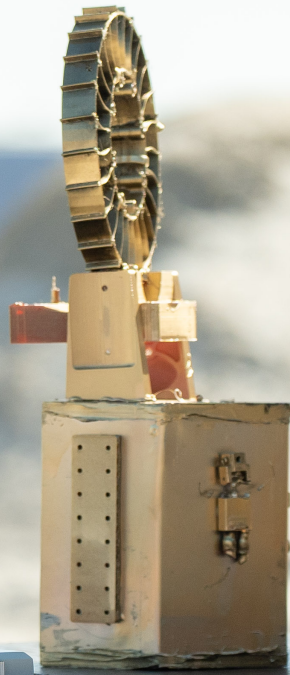
Increase fidelity of real-world constraints

- Power consumption (to calculate kg/W/hr)
- Bandwidth usage (align with commercial limitations)
- Size & Weight optimization (align with commercial limitations)

Foster existing culture of teamwork, fun, innovation

- Trophy building
- Tug of war
- Best team Culture
- Interaction with Australian Animals!
- **First rule : Have fun**

















A group of people are seated at a long wooden table in a tent-like environment, likely a hackathon or workshop. Several large computer monitors and laptops are open on the table. One person in the foreground is writing on a notepad. Another person is looking at a laptop. A third person is looking at a monitor. A fourth person is looking at a laptop. A fifth person is looking at a monitor. A sixth person is looking at a laptop. A seventh person is looking at a monitor. A eighth person is looking at a laptop. A ninth person is looking at a monitor. A tenth person is looking at a laptop. A eleventh person is looking at a monitor. A twelfth person is looking at a laptop. A thirteenth person is looking at a monitor. A fourteenth person is looking at a laptop. A fifteenth person is looking at a monitor. A sixteenth person is looking at a laptop. A seventeenth person is looking at a monitor. A eighteenth person is looking at a laptop. A nineteenth person is looking at a monitor. A twentieth person is looking at a laptop. A twenty-first person is looking at a monitor. A twenty-second person is looking at a laptop. A twenty-third person is looking at a monitor. A twenty-fourth person is looking at a laptop. A twenty-fifth person is looking at a monitor. A twenty-sixth person is looking at a laptop. A twenty-seventh person is looking at a monitor. A twenty-eighth person is looking at a laptop. A twenty-ninth person is looking at a monitor. A thirtieth person is looking at a laptop. A thirty-first person is looking at a monitor. A thirty-second person is looking at a laptop. A thirty-third person is looking at a monitor. A thirty-fourth person is looking at a laptop. A thirty-fifth person is looking at a monitor. A thirty-sixth person is looking at a laptop. A thirty-seventh person is looking at a monitor. A thirty-eighth person is looking at a laptop. A thirty-ninth person is looking at a monitor. A fortieth person is looking at a laptop. A forty-first person is looking at a monitor. A forty-second person is looking at a laptop. A forty-third person is looking at a monitor. A forty-fourth person is looking at a laptop. A forty-fifth person is looking at a monitor. A forty-sixth person is looking at a laptop. A forty-seventh person is looking at a monitor. A forty-eighth person is looking at a laptop. A forty-ninth person is looking at a monitor. A fiftieth person is looking at a laptop. A fifty-first person is looking at a monitor. A fifty-second person is looking at a laptop. A fifty-third person is looking at a monitor. A fifty-fourth person is looking at a laptop. A fifty-fifth person is looking at a monitor. A fifty-sixth person is looking at a laptop. A fifty-seventh person is looking at a monitor. A fifty-eighth person is looking at a laptop. A fifty-ninth person is looking at a monitor. A sixtieth person is looking at a laptop. A sixty-first person is looking at a monitor. A sixty-second person is looking at a laptop. A sixty-third person is looking at a monitor. A sixty-fourth person is looking at a laptop. A sixty-fifth person is looking at a monitor. A sixty-sixth person is looking at a laptop. A sixty-seventh person is looking at a monitor. A sixty-eighth person is looking at a laptop. A sixty-ninth person is looking at a monitor. A seventieth person is looking at a laptop. A seventy-first person is looking at a monitor. A seventy-second person is looking at a laptop. A seventy-third person is looking at a monitor. A seventy-fourth person is looking at a laptop. A seventy-fifth person is looking at a monitor. A seventy-sixth person is looking at a laptop. A seventy-seventh person is looking at a monitor. A seventy-eighth person is looking at a laptop. A seventy-ninth person is looking at a monitor. A eightieth person is looking at a laptop. A eighty-first person is looking at a monitor. A eighty-second person is looking at a laptop. A eighty-third person is looking at a monitor. A eighty-fourth person is looking at a laptop. A eighty-fifth person is looking at a monitor. A eighty-sixth person is looking at a laptop. A eighty-seventh person is looking at a monitor. A eighty-eighth person is looking at a laptop. A eighty-ninth person is looking at a monitor. A ninetieth person is looking at a laptop. A ninety-first person is looking at a monitor. A ninety-second person is looking at a laptop. A ninety-third person is looking at a monitor. A ninety-fourth person is looking at a laptop. A ninety-fifth person is looking at a monitor. A ninety-sixth person is looking at a laptop. A ninety-seventh person is looking at a monitor. A ninety-eighth person is looking at a laptop. A ninety-ninth person is looking at a monitor. A hundredth person is looking at a laptop.

Questions?

Extra Slides