A yellow cube is positioned in the upper left quadrant of the image. Below it and to the left is a wooden block, and to the right is another wooden block. The background is a light gray surface.

# Cubesat development: enthusiasm, clock reset and collective intimacy for innovation

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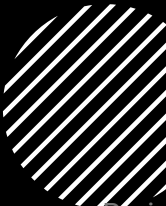

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*22<sup>nd</sup> Cubesat Developers Workshop, San Luis Obispo,  
California USA*

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- Cubesat development in universities seen from the perspective of Science and Industry
  - Interviews with developers from 6 countries (Greece, UK, France, Belgium, China, USA).
  - A potential disruption of the industry and a paradigm shift in scientific projects
-



# Three learnings from cubesat development



**Enthusiasm** for contributing to a potential paradigm shift



Developing a **place for collective intimacy** to host a living process for technological development



“**Clock reset**” of the spacecraft development history through selective knowledge reuse and innovation

# The limits of standard technological management

## Project Management

- initially conceived for “routine workers” not “experts” like “artists, designers, engineers, investigators, and inventors”, (Gantt Chart, Gantt, 1919, p. 289)
- Issue with original missions: defining the tasks as the projects advances (exploration)

## Modular architecture of technologies

- “The designers of modular systems must know a great deal about the inner workings of the overall product or process” (Baldwin and Clark, 1997, p. 86)

## Interviews

**for those who expect a standard process:**

- An “anathema” for the space industry
- An “error of youth”

**or those who embrace the exploration:**

- “you were getting to see the overall product fully built and building it was quite nice”
- Teams enjoy a great autonomy in the development process, as one cannot expect that industrial standards will apply as usual.

**→ Standard management norms just provide some structure**

# An example from UPSat development

Source: Chrysos and  
Desouza, 2019

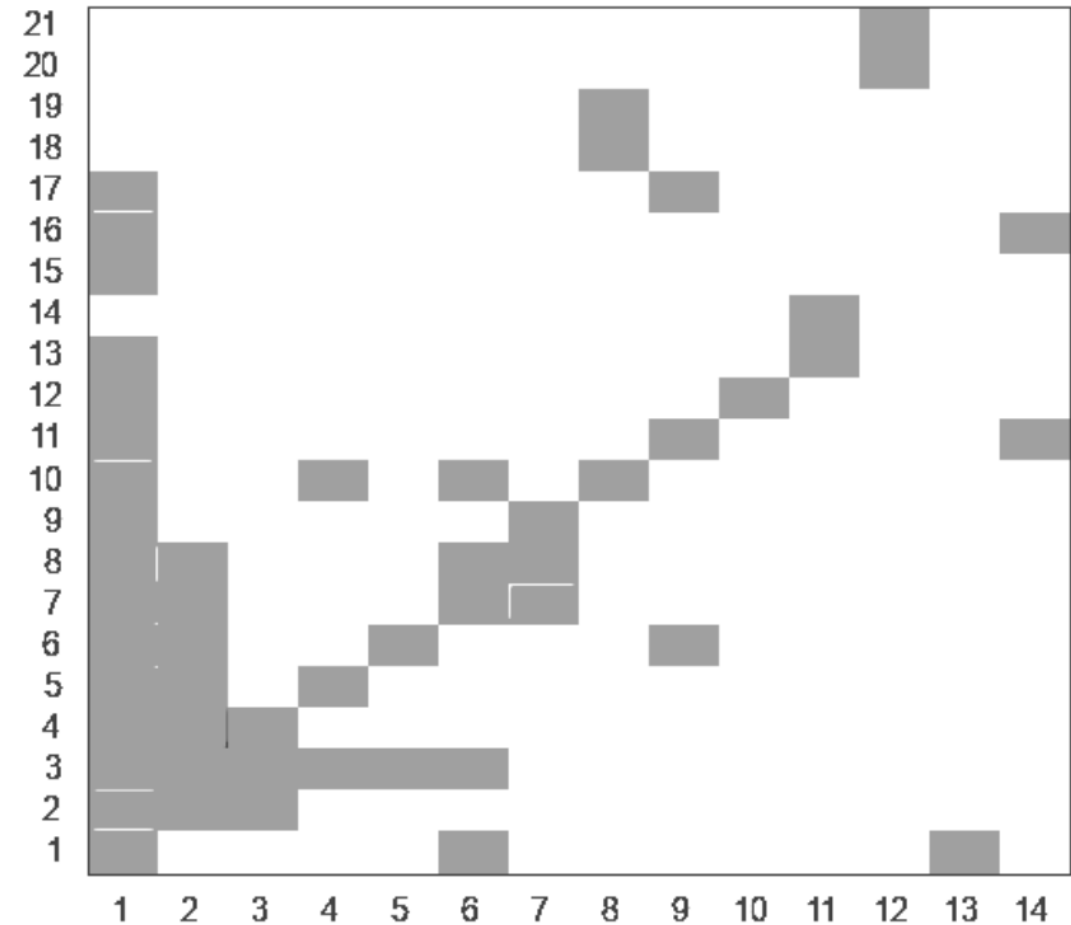


Figure 3. Employment of the Contribution Matrix to the UPSat development. During the last development phase, the UPSat system was composed by 21 elements, which required the collaboration of 14 contributors.

# Enthusiasm fuels space exploration with Cubesats from Universities

“It started as an educational project. And that’s  
part of why the innovation kind of worked” (Prof.  
Puig-Suari)

“Believe it or not, it all started by our students”  
(UPSat PI)

“Be the first to...”



Cubesat development is a living process:

a challenge for  
“outsiders”

a dream for  
personal  
fulfillment and  
accomplishment

the “magic” of  
developing  
something that  
will go to the sky

an opportunity to  
put one’s skills in  
action and expand  
them (not a  
routine project)

Pride to  
participate,  
especially when  
development “the  
first satellite to...”  
(original missions)

## Issue

while the project  
inspires **pride**, how to  
deal with **egos**?



## Example

an engineer wanted  
to make the On-Board  
Computer **perfect**,  
**delaying** the  
integration and  
testing of the overall  
cubesat.

# A place for “collective intimacy”

- “Collective intimacy”: **in-between** the public and the private spheres (like a coffee shop).
  - A place where **new identities** can be explored, both personal and technological – a place of becoming... (Chrysos, 2019)
  - “*there can’t be any ego, everyone is learning and teaching from each other*” - “*We have a couch, chairs, and a place where people can come in and listen to music ... I’m trying to make it more ... a place where you want to be*” (LunaH-Map PM)
  - Code reviews: “*The guys were like, ‘I’ll get naked in front of the others’* (UPSat PM)
- Mission accomplishment and personal fulfillment go hand-by-hand
- Functional value: unexpected issues can be shared as they appear in the process.



# Resetting the clock

“Is this a real satellite”? (Open and user innovation conference, 2019)

Not everything fits into the box

“Transposing” elements of a standard satellite at the nano level

It’s like “making a fresh start”.

# Resetting the clock : A slow disruption ?

By using off-the-shelf chips,  
Cubesat development:

- follows Moore's Law, doubling chips capabilities every 18 months
- costs a fraction of the standard satellites' costs
- development is much faster

*“If you're going to build **very large expensive satellites**, from the time you decide to build them until the time you're getting it built you're using **old technologies**. but the turnaround time with the **CubeSats** is so short you can use **current technologies**”*

(Prof. Twiggs).

# Resetting the clock: a paradigm shift?

- “How an individual invents (or finds he has invented) **a new way of giving order to data now all assembled** – must remain inscrutable and may be permanently so. Let us here note only one thing about it. Almost always the men who achieve these fundamental inventions of a new paradigm have been **either very young or very new to the field** whose paradigm they change.”  
(Kuhn, 1970, p. 90)

		ECSS Standard								
		Test Service	Function Management	Telecommand Verification	Large Data Transfer	Housekeeping & diagnostic data reporting	On-board operations scheduling	Time Management	On-board storage and retrieval	Other mission specific
Ignored : 9 services (see slide 8)	Test Service	ADHERE								
	Function Management		ADHERE							
	Telecommand Verification			ADHERE						
	Large Data Transfer				ADHERE					
	Housekeeping & diagnostic data reporting					MINIMIZE				
	On-board operations scheduling						ALTER			
	Time Management							EXPAND		
	On-board storage and retrieval								ALTER	
	UPSat Design Science Unit									INTRODUCE

Source: Chrysos, Chronas-Fotakis and Masiakos, 2018

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# Thank you!

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