



Mission Patch

Design Challenge: STF-1



To celebrate the launch of the Simulation-To-Flight-1 (STF-1) Mission, we are challenging students and individuals in the community to design the Mission Patch. The Simulation-To-Flight-1 (STF-1) Mission will be the first time West Virginia has put a CubeSat in Space. This unique CubeSat will be developed by NASA's Independent Verification and Validation (IV&V) Program and West Virginia University (WVU). STF-1's primary mission objective will be to prove that using NASA IV&V's simulation capabilities, you can save time, effort, and money in CubeSat development. The CubeSat will have 3 science objectives all developed by WVU. The WVU Mechanical and Aerospace Department will have Global Positioning System (GPS) and Inertial Measurement Unit (IMU) experiments on board. The WVU Department of Physics and Astronomy will be focusing on magnetosphere-ionosphere coupling and space weather. The WVU Lane Department of Computer Science & Electrical Engineering be researching the performance and durability of III-V nitride-based materials. For more information, you can visit the STF-1 website at www.stf1.com.

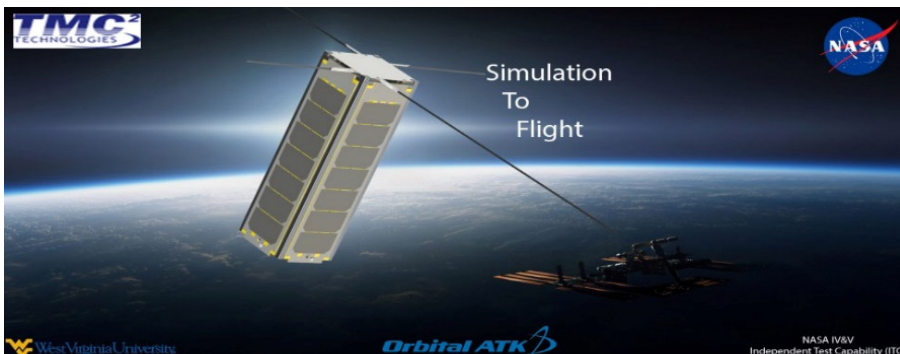
Mission Patch Requirements:

- The student's name, grade and school must be printed on the back of submitted design OR print contact information for the individual if non student submission.
- All designs submitted will become the property of the STF1 program and will not be returned.
- The design must be your original work; you may not copy or trace another design.
- All entries must come with the release forms signed by the individual, student(s) and parent(s)/ guardian.
- Write a one paragraph description of the elements of your design and why you used them.
- The Mission Patch can be black & white or full color, with a limit of 9 colors.

Mission Patch Constraints (limitations)

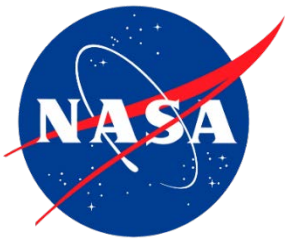
- The Mission Patch must be a piece of paper NO LARGER than 3.5-inch x 3.5-inch (89mmx89mm) and
- The mission patch design cannot include multiple layers of paper glued or taped on top of one another.
- Keep the design simple and clear.
- You may include words but keep it short.
- You may use computer graphic design programs to create your work; submit a full color hard copy of your entry.
- Due Date: Submissions to be received by the NASA WV Space Grant Consortium no later than COB 6/12/15.

STF-1 team will vote on the winning submission
Monetary prizes for top-3 entries



The winning entrant will have their design turned into an embroidered patch.

Submit the patch design to
Cordwell@nasa.wvu.edu



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2015 MISSION PATCH CONTEST ENTRY FORM

DUE: June 12, 2015

The form below must be completed and the patch design received via email June 12, 2015
Submit the patch design and this signed release form to Cordwell@nasa.wvu.edu

Please Print

Name

Contact e-mail or telephone

School/College/ University/Organization

Parent(s)/Guardian (if under 18)

Parent(s)/Guardian Contact - email or telephone

(If under the age of 18) I hereby give permission for my child/ward to enter the Mission Design Contest and for their name, grade, school, and artwork to be released to NASA and media for participation in and promotion of the STF-1.

Parent(s)/ Guardian Signature

Date

The attached Mission Patch design is my original work and I understand that all judges' decisions are final. I hereby give permission for my design and artwork to be released to NASA and media for participation in and promotion of the STF-1.

Signature of Designer

Date

Winning entries will be notified by June 30, 2015