

PRESS KIT AND FAQ – SPACE OASIS DELFT

This guide explains the content of the press kit with important information about Space Oasis Delft. The purpose of the press kit is to provide easily accessible information for better media coverage.

The name Space Oasis Delft can be used in the following ways:

- Space Oasis Delft
- Space Oasis
- SOD
- Space Oasis Delft II (when talking about the project of 2024/2025)
- Space Oasis II (when talking about the project of 2024/2025)
- SODII

Mission statement

In order to inspire future generations we want to push the boundaries of ways to make life compatible with Martian environments by designing a self-sustaining village on Mars.

Space Oasis Delft II logos

Space Oasis Delft uses two logos in the context of written text. the first logo is mainly used on a dark background, while the second one is used on a light background. There are also logos without the title, which are used for other purposes such as the media.



**Space Oasis
Delft**

Logo 1
Colour code #ffffff



**Space Oasis
Delft**

Logo 2
Colour code #000000

Brand colour scheme

Colour code

#000520
#f6cb28
#ffffff

Use

Main Colour (background)
Main highlight colour
Other (Logo etc.)



Space Oasis Delft fonts & font sizes

Typefont: Poppins

Titles & Main text: Poppins Extra Light

Headings: Poppins Semi Bold

Here you can find the press kit

Press Kit Walkthrough

Media

Events: Pictures taken at events

SOD visuals: Pictures and other visuals of models, designs and testing

Team pictures: Pictures of the team

Logo's and Social Media links

Space Oasis Delft logos: Space Oasis Delft logos used for merch and representation materials.

Space Oasis Delft Social media links: All links to our socials.

Final Design Reveal

SOD I: Final design reveal of Space Oasis Delft I

SOD II: Final design reveal of Space Oasis Delft II

Previous years:

Space Oasis Delft I

Contact

If you would like to use material in a different way or have any other questions, feel free to contact our Operations Manager Eduardo Calvo Morales:

Eduardo Calvo Morales

Email: operations.spaceoasisdelft@gmail.com

Phone: +31 0613778796

FAQ

What are the main challenges you find when designing a Martian village?

- Martian dust and dust storms
- Radiation
- Extreme temperature (and heavy fluctuations)
- No life (not yet discovered) → this means that food production is required
- 54.6 – 401.4 ($\times 10^6$) km distance from Earth: 8 months of travelling there with a window of 2,5 years. This makes it necessary to bring and use a minimal amount of material originating from Earth
- 14 minutes time delay in communication

What is the ultimate goal of your team?

Designing a Martian village, that is both scientifically and architecturally grounded. We want to perform our own research in order to strengthen the design and produce new insights.

How is your project going to help society?

The project reflects on the difficulty of adapting to the changes brought by climate change. By designing a base in an extreme environment such as Mars, we aim to find new and creative solutions for our life on Earth.

Who work in the project?

In our team, we count students from a great variety of backgrounds, from biologists to architects to engineers. All from different levels of education, but all share the same passion for innovation and challenging projects.

How is your project different from other student teams?

Just like other student teams, we work towards an ambitious goal of innovation. Our scope is towards outer space, and instead of building a machine or vehicle, we design a Martian base! The most interesting part is the multidisciplinary approach in which engineering and psychology are combined to create a base that supports both the physical and mental needs of the human inhabitants.

What are the innovation points of SODII?

We are designing a circular base, which can adapt in size and function through the use of modularity. Our innovation for this year has researched and tested the structural integrity, radiation-blocking properties, and reusability possibilities of Pykrete. We have also built our own hydroponics farm and algae bioreactor, to be tested with data from research literature and to be iterated on to produce new data and insights.

You can read more about it on the SODII project page of our website.

Are you actually building on Mars?

Not yet, but who knows?

Are you designing for a short-term stay?

The Martian base is meant to support the inhabitants for at least five years.

How are you going to make sure that your Mars village is habitable for humans?

Humans need several key factors to survive in such a harsh environment. Apart from oxygen, water and food production, the human psychological factor also plays a big role. The team wants to ensure not only a safe and livable environment for humans but also a fulfilling and mentally enriching experience that promotes long-term well-being. Living on Mars means coping with isolation, confinement, and the lack of Earth's natural stimuli. Addressing these challenges involves creating an environment where humans can thrive emotionally, socially, and intellectually.

Is the team part of the TU Delft?

We are closely connected to TU Delft, our main supporter and partner. However, we are officially a separate organisation, based in the Dream Hall on the TU Delft Campus.

How can I join the team?

We are constantly recruiting new talent for our team. If you think that you have something to add, you only have to apply through our website, and we will contact you as soon as possible.

Are you only recruiting post-graduates?

No, our team is composed of students and researchers from 2nd-year bachelor's students to master's graduates.

Can I join the team if I am not a TU Delft student?

Yes, everyone motivated to join us is welcome, no matter where in the Netherlands they study. However, on-location work at the Dream Hall and a minimum of 24 hours per week is required.

Do you have any other questions?

Contact us on operations.spaceoasisdelft@gmail.com