

GLOBAL YOUNG ADULT CHALLENGE CALL



Youth Voices for the Future of Space

Tell us what concerns you, what gives you hope and which questions you believe the future of space must address

You do not need to be a space expert. A well-framed question can help shape the hackathon, and every contribution can become part of a wider record of how young people imagine the future of space.

For young people aged 18 and over, participating independently, in teams or through a university, organisation or community

September 2026

Welcome

Space is already part of the infrastructure of everyday life. Satellites support communication, navigation, weather forecasting, disaster response, scientific research and the observation of our planet. At the same time, thousands of active and inactive objects move around Earth alongside fragments created by previous missions and collisions. The decisions being made now will shape who can use space safely, fairly and sustainably in the future.

We are inviting young adults to help define the questions that a global hackathon should address. We want to understand what you notice, what concerns you, what current approaches may be missing and what future you would like to make possible. You may approach the issue through science, engineering, law, design, ethics, art, communication, politics, business, history, culture or any combination of disciplines.

This is not a test

There is no single correct answer, and you are not expected to solve the whole problem. We are asking you to identify a challenge that deserves attention and explain why it matters to you.

How your contribution will shape the programme

1. You submit a short Challenge-Framing Canvas and a required two-minute video [via the online form](#).
2. Advisers examine the submissions for shared concerns, overlooked questions, tensions and hopeful possibilities.
3. If your contribution is selected or taken forward, the Yohaku team will contact you by 15 September 2026, using the details provided in your submission.
4. Related ideas may be combined into a smaller number of final hackathon challenges.
5. The final challenges are published for the hackathon. Not every submission will become a separate challenge.
6. Your contribution can still remain part of the Youth Futures of Space Archive, according to the permissions you provide.

Your idea still matters

A challenge may not appear in the final hackathon because it overlaps with another idea, needs more time than a weekend allows or belongs in a future programme. That does not mean it was rejected or unimportant. The archive is being created so the full range of youth voices is not lost.

Six starting points

Use these as points of departure rather than fixed tracks. You may work within one area, connect several or define a question that does not fit any of them.

1. Observe and understand orbital risk How could we improve what is known about objects in orbit, their behaviour, the risks they create and the uncertainties that remain?	2. Prevent collisions and reduce new debris How could we reduce dangerous encounters, discourage risky behaviour and design missions that leave less debris behind?
3. Repair, reuse or remove Could objects be serviced, repurposed, recycled or safely removed rather than abandoned?	4. Govern orbit fairly and responsibly Who should make decisions about orbit? Who remains accountable when something goes wrong? How should public interests and future generations be represented?
5. Connect orbital decisions to people and Earth How can people understand and influence what happens in orbit? How do these decisions affect communities, essential services, the atmosphere and the wider environment?	6. Reimagine the system What important question is missing? What could a hopeful and responsible future in space look like if its rules, technologies and institutions were designed differently?
Think across every door Data and AI can help people see patterns, predict risks and support decisions - but they also raise questions. What data is missing? Who chooses the goal? How should uncertainty be shown? Who remains responsible? What energy, environmental or social costs might the system create?	

How to submit your challenge

Part	What to submit
1. Challenge-Framing Canvas	Complete the questions on the following pages. Answer as an individual or a team.
2. Two-minute video	Create a video of no more than two minutes. You may speak to camera or use narrated slides, animation, drawings or objects. Showing your face is optional.
3. When you are ready submit your final answers and link to the required two-minute video through the online form	SUBMIT YOUR CHALLENGE →

Challenge-Framing Canvas

Use your own words. Clarity and specificity matter more than technical vocabulary.

1. Give your challenge a short title.

A title can be serious, imaginative or surprising.

2. What is the problem or question you want people to work on?

Explain it as if you were speaking to another student who has never studied space debris.

3. Why does this matter to you, your community or the future?

4. Who or what could be affected?

You might think about people, countries, future generations, animals, the atmosphere, satellites, services or the wider environment.

Challenge-Framing Canvas - continued

5. What future would you like to see instead?

Describe the change you hope becomes possible. You do not need to know exactly how to achieve it.

6. What kinds of people or knowledge should be involved?

For example: scientists, engineers, artists, lawyers, teachers, local communities, governments, companies, historians or young people.

7. What is one risk or unintended consequence we should be careful about?

8. Which door or doors does your idea connect to?

Write 1-6, "several," or "a new door." The categories do not limit your idea.

9. What is the one question you want adults and decision-makers to answer?

Your required two-minute video

The video gives you space to communicate the conviction, urgency or possibility behind your proposal. It does not require expensive equipment or professional editing. A phone recording, narrated slides, stop-motion animation, drawings or another clear video format are all acceptable.

Maximum length: 2 minutes

Videos longer than two minutes may not be reviewed in full. Plan for about 220-260 spoken words, depending on your pace.

A suggested structure

Approx. time	What to include	Prompt
0:00-0:20	Introduce the idea	"The challenge we want people to think about is..."
0:20-0:55	Explain why it matters	Who or what is affected? Why should people care now?
0:55-1:30	Describe the future you want	What would be different if we acted responsibly? What gives you hope?
1:30-2:00	End with your question	What do you want hackers, experts or decision-makers to answer?

Video requirements

- The video is required for every submission and must be no longer than two minutes.
- You may submit as an individual or a team.
- Landscape format (horizontal, 16:9) is strongly recommended because videos may be reviewed on large screens and used in presentations. Portrait video is accepted and will not be penalised.
- Preferred file format: MP4 using H.264 video. MOV files from iPhones are also accepted. Record at 1080p and 30 frames per second; 4K is not needed and creates unnecessarily large files.
- You do not have to show your face. Narrated slides, animation, filmed drawings, objects, interviews or other clear video formats are welcome.
- Use only material you created or have permission to use. Do not add copyrighted music, images or clips. A clear voice without background music is usually best.
- Speak in the language in which you can express your idea most clearly. State the language in the submission form and follow the instructions for any required summary, captions, transcript or translation.
- Do not include private information such as your home address, personal phone number, identity documents or exact location.
- Accessibility support and reasonable accommodations can be arranged while keeping a two-minute video-format contribution as part of every entry.

Recording with a phone

- Place the phone horizontally on a stable surface or tripod. Keep the camera at approximately eye level and clean the lens before recording.
- On an iPhone, open Settings > Camera > Record Video and select 1080p HD at 30 fps. For broader compatibility, open Settings > Camera > Formats and select Most Compatible.
- Record in a quiet room. Close windows and doors, switch off fans or loud appliances, and move away from traffic, conversations and echoing spaces.
- Face a window or soft light rather than standing with a bright window behind you. Avoid very dark rooms and strong overhead shadows.

- Keep the phone reasonably close so your voice is clear. A wired headset, earphones with a microphone or a simple external microphone may help, but none is required.
- Turn on Do Not Disturb or airplane mode so calls and notifications do not interrupt the recording.
- Make a 10-second test, listen with headphones if possible, and check that the voice is easy to understand before recording the final version.
- Play the complete video once before uploading it. Confirm that the sound works, the image is correctly oriented and the file is no longer than two minutes.

How to submit your entry

- Use this pack to develop your Challenge-Framing Canvas and prepare your two-minute video.
- Complete the official online submission form. Enter or paste your final canvas answers into the form.
- Paste a viewable link to your video in the form.
- Submit by **1 September 2026**.

SUBMIT YOUR CHALLENGE → [\[Form link\]](#)

The form will ask for your contact details, eligibility confirmation and permissions. If your contribution is selected or taken forward, the Yohaku team will contact you by **15 September 2026**.

Before you submit

- ☐ Our challenge is understandable to someone who is not a space expert.
- ☐ We explained why it matters, not only what the technology might do.
- ☐ We described a future we would like to see.
- ☐ We considered who or what could be affected.
- ☐ We named at least one risk or unintended consequence.
- ☐ We completed the full canvas.
- ☐ Our video is no longer than two minutes and plays correctly with clear sound.
- ☐ Everyone shown or heard in the video has agreed to take part.
- ☐ We entered the final canvas answers in the online form, uploaded the video and followed the consent and submission instructions.

How your submission may be used

The submission form will ask you to choose how your canvas and video may be used. Taking part will not require you to agree to public sharing.

Review only

Your submission is viewed by the authorised organising and judging team to help develop the challenges.

Partner archive

Your submission may be stored and studied by approved project partners or researchers under agreed conditions.

Public showcase

Selected parts may be shared in events, reports, exhibitions or online. This requires separate permission and the participant's separate permission.

What happens next?

7. All canvases and videos are reviewed with care.
8. The organisers look for shared themes, new questions and ideas that challenge current assumptions.
9. Young adult reviewers and professional advisers help shape a smaller number of final hackathon challenges.
10. The final challenge set may combine many youth submissions. It may contain fewer challenges than the number of broad doors in this pack.
11. Participants are told how youth input influenced the final programme.
12. All other contributions remain valuable records of the concerns, hopes and futures imagined by young people, according to the permissions provided.

The future is not already decided

Space may feel distant, but the rules, technologies and habits being created now will shape the world your generation inherits. This is an invitation to take part before the questions have been closed.

Submission details

Submission deadline	[Insert date and time]
Who may apply	Young people aged 18 and over [insert any additional eligibility requirements]
Individual or team	[Insert team size rules]
Submission link	[Insert online form and secure video-upload link]
Accepted languages	[Insert language and translation arrangements]
Questions and accessibility support	[Insert contact]
Archive and privacy information	[Insert link to full notice]

Your challenge may be practical, imaginative, technical, social, political, cultural or completely unexpected. What matters is that it reveals a question worth taking seriously and helps us see the future differently.

Led by Space4Innovation and Tama University

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