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Author: Ms. Paivi Jukola
Aalto University, Finland, paivi.jukola@aalto.fi

VIRTUAL REALITY AS A STEPPING STONE TO RESEARCH AND TO EXPLORE

Abstract

The desire to explore and to imagine the unknown future and the unknown territories has lead the people to discover new continents and new planets. The aspiration to discover new worlds has been the key for solving the secrets of the human brain or the neural networks. Novel technological systems and solutions, services and products would not exist without the desire to systematically invest time, funds and human resources in research and innovation. Virtual reality and augmented reality simulation applications are a useful tool to assist in exploring worlds that are beyond our current possibilities to reach them physically. Innovation policies and strategies determine the direction of the research by distributing research funds. The paper discusses alternative stepping stone approaches for research and innovation. The paper is structured in two parts. A proposal for a global think tank as a tool for decision making and international collaboration is proposed in the first part. In the second part virtual reality solutions, motion simulators and augmented reality simulators are discussed.