

19th IAA SYMPOSIUM ON VISIONS AND STRATEGIES FOR THE FUTURE (D4)  
Contribution of Moon Village to Solving Global Societal Issues (2)

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INTRODUCTION OF A PRACTICAL EXAMPLE OF ASTRAX LUNAR CITY MAPPING WITH  
MINECRAFT AND ITS LINKAGE TO ECONOMIC ACTIVITIES ON EARTH

**Abstract**

In the ASTRAX Lunar City project, the challenge was what tools to use and how to achieve the mapping of the lunar city we were trying to create. Minecraft is a children's game and an international application available on computers and portable game consoles (which can be easily handled by children). Minecraft can also be an inexpensive and easy-to-use 3D modeling tool that can be used across generations and borders. In ASTRAX, we were able to realize simple and inexpensive 3D mapping by using this Minecraft in the mapping of ASTRAX Moon City. In this paper, we will introduce the method of lunar city mapping using Minecraft and show an actual example of interfacing with economic activities on Earth.