

20th IAA SYMPOSIUM ON VISIONS AND STRATEGIES FOR THE FUTURE (D4)  
Contribution of Moon Village to Solving Global Societal Issues (2)

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## SERVICE OF ENTERTAINMENT ARCADE ON MARS OR THE MOON

**Abstract**

As everybody already knows especially for teenagers with strong interests of virtual reality game, entertainment arcade is a large scaled business giving us a mega profit on earth since its foundation in late 20th century. Based on this advantage, I wonder if we can promote such a big industry on mars or moon after full construction of space domes. For example, we're able to introduce virtual reality 3D game behind the scene of earth for new customers to fully enjoy. According to one survey, young generation below 18 seems to show strong curiosity of playing 3D game at a large theatre in the facility on the other planet. If our space could carry more passengers by spaceship as technology advances forward, the commercial space flight aviation would be able to offer entertainment arcade in the spaceship up to the arrival. As a result of these achievements in upcoming future, they can certainly contribute to increase more benefits to the industry over 10 millions. *Therefore, I'm sure that entertainment arcade industry on the Moon is highly expected to drastically boom.*