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DEVELOPMENT OF COMMERCIAL SPACECRAFT EDUCATION AND TRAINING SIMULATOR USING THE METAVERSE

Abstract

ASTRAX is developing a commercial spacecraft education and training simulator using the Metaverse in preparation for the advent of the era of commercial space travel. The development of a hardware-based educational training simulator requires a large amount of money just for its production, and an even larger amount for its maintenance and operation. In addition, to actually use the simulator, one must visit the location where the simulator is installed. The positive side is that a simulator using the Metaverse can be accessed online from anywhere in the world, and its development and operation do not cost as much as hardware.

As an example, this paper introduces a Metaverse simulator that simulates the spacecraft Neptune by Space Perspective.