

21st IAA SYMPOSIUM ON VISIONS AND STRATEGIES FOR THE FUTURE (D4)
Contribution of Moon Village to Solving Global Societal Issues (2)

Author: Mr. Haruto Kurono
Japan, aji@24.am

Mr. Taichi Yamazaki
ASTRAX, Inc., Japan, taichi.yamazaki@astrax.space

Mr. HIKARU OTSUKA
Japan, hikaru.choko68@gmail.com

Ms. Ayako Kurono
Japan, ajisuke@gmail.com

BUILDING A LUNAR COMMUNITY FOR CHILDREN: CHALLENGES OF COOPERATION AND
SIMULATING TEAM BUILDING

Abstract

We have used "Minecraft" (Mojang 2011) for our Lunar City Project to create a 3D map of the moon based on children's ideas. We then took on the challenge of creating a lunar community and activity space for children, which we named "Moon Kids Village". The children created their own stores and experienced creating a business on the moon.

However, problems arose when children of different ages and backgrounds came together to create the lunar village. In particular, there were difficulties with knowledge, understanding, and cooperation, especially when the children did not know each other prior to the project.

Creating a lunar village requires cooperation among people from different countries, backgrounds, and educational levels. The kids' lunar village in Minecraft was intended to simulate team building in the space age.

We observed a difference in speed and sense of accomplishment between cooperative and competitive creation of the lunar village. We organized the teams based on roles and authority hierarchies, teal, and holarchy and compared and discussed the organizational structures.