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EMPOWERING GLOBAL EDUCATION ON THE LUNAR ECONOMY THROUGH "MOONSHOT": A
MULTIPLAYER INTERACTIVE SIMULATION

Abstract

Unveiling the untapped potential of the Lunar Economy, we present 'Moonshot', a groundbreaking multiplayer interactive simulation. This innovative tool is designed to unravel the complexities and opportunities of the economic ecosystem on the Moon, a realm largely unexplored and misunderstood by the general audience and media. 'Moonshot' offers a one-of-a-kind experience, allowing participants to delve into the foundational stages of lunar colonization, from making transportation choices and setting cargo prices to establishing settlements and managing resources. This comprehensive simulation covers all economic activities, including power provision, infrastructure development, food resource management, and mining and processing of natural resources for Earth transport.

Our simulation encourages users to engage in strategic decision-making, fostering partnerships with service providers and private and state organizations. Players will navigate the complexities of accepting orders, forming strategic alliances, expanding their corporate presence, developing new spacecraft, and trading raw materials. With graphics grounded in realism, featuring 3D models of existing objects and vehicles, "Moonshot" aims to provide an immersive educational experience.

At the heart of 'Moonshot' is a mission to illustrate the vast resources available on the Moon and to showcase how the lunar economy can contribute across all economic sectors. By fostering better cooperation among stakeholders, the simulation aims to enhance understanding of the Moon's economic potential. 'Moonshot' is not just a tool; it's a gateway to a comprehensive understanding of the Lunar Economy. It will be freely available to a wide audience, ranging from elementary school students to university scholars, promoting a comprehensive understanding of the Lunar Economy.