

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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ESTABLISHMENT AND DEVELOPMENT OF A LUNAR COMMUNITY AND ACTIVITY SPACE BY
CHILDREN FOR CHILDREN

Abstract

Fifty years have passed since humans first landed on the Moon, and plans are once again underway to travel back to it. ASTRAX Inc., Kamakura, Japan is building a community of companies that have purchased land on the Moon to create a lunar economic zone. After learning about these activities and being exposed to space education activities, we began to think that we, too, aspire to own land on the Moon and to gather there. Those who will land on the Moon will mainly be the children of today. However, for us children, there are few platforms on which people from different places can work together. We are not even allowed to use Facebook until we are 13 years old. In the ASTRAX Lunar City Project, we already performed 3D mapping using the sandbox game *Minecraft* (Mojang 2011) based on the children's ideas. Thus, we tackled the challenge of creating a lunar community and activity space for children (named "Lunar Kids Village") using *Minecraft*. In this article, we report on children's challenges and achievements in creating a platform for lunar exploration and discuss future developments, especially the use of the metaverse.