Introduction

Our project seeks to relate NASA technical reports with events that will mark our humanity, because we understand that these scientific reports are made in a historical context, which is the product of a succession of events, which later will also trigger other events. We also seek that in a decentralized and mass manner the population can interact indirectly with artificial intelligence, which will analyze the impact that the news is having on social networks and thus classify if it is a relevant fact.
Once the information is obtained with artificial intelligence, we will make it possible for a person to access an immersion system with virtual reality technology, where scenes of historical events will be generated, and that people can witness as if they were in that historical moment.

Objectives
Our main objective is to preserve the scientific legacy without neglecting its historical context, the applicability of technical advances and their effect on humanity.
On the other hand, we seek that what is collected can be educational for anyone when interacting with the model.

stages
The project consists of two stages, the first with data collection and the second, once with these processed data, generate the virtual reality model.

We will detail that the AI must perform sequentially when taking the data.

We will take from different media through a natural language processing, which will perform a categorization of the different featured titles among the newsgroup. These topics are then evaluated according to the interaction that takes place on social networks and thus generate an assessment of each piece of news, filtering whether it is true or false news and also whether it is really an important fact.
Then, through the generated tags, we will link the fact with the scientific reports generated by NASA (NTRS), in this instance an AI will come into play that generates a text from the previously generated key tags. This model to date exists and is a project of the OpenIA company where through this technology called GPT3.
This would be saved on a server with the required fields to locate the fact, such as its date, tags and/or its associated topics.

Then we will enter the second stage of the project, where we seek that the person can experience the events that occurred through virtual reality with immersive scenes generated automatically with AI.
Sequentially, with the information saved thanks to the first stage. A folder will be created with illustrative images of the scenes generated from the texts, using a technology such as DALL E 2. Subsequently, a scene is sought to be modeled from the content of the folder, with which we generate a 3-dimensional field with which we will be able to interact, we can currently see this technology in NeRF.
With this 3D model, we virtualize it so that we can later interact with virtual reality glasses.