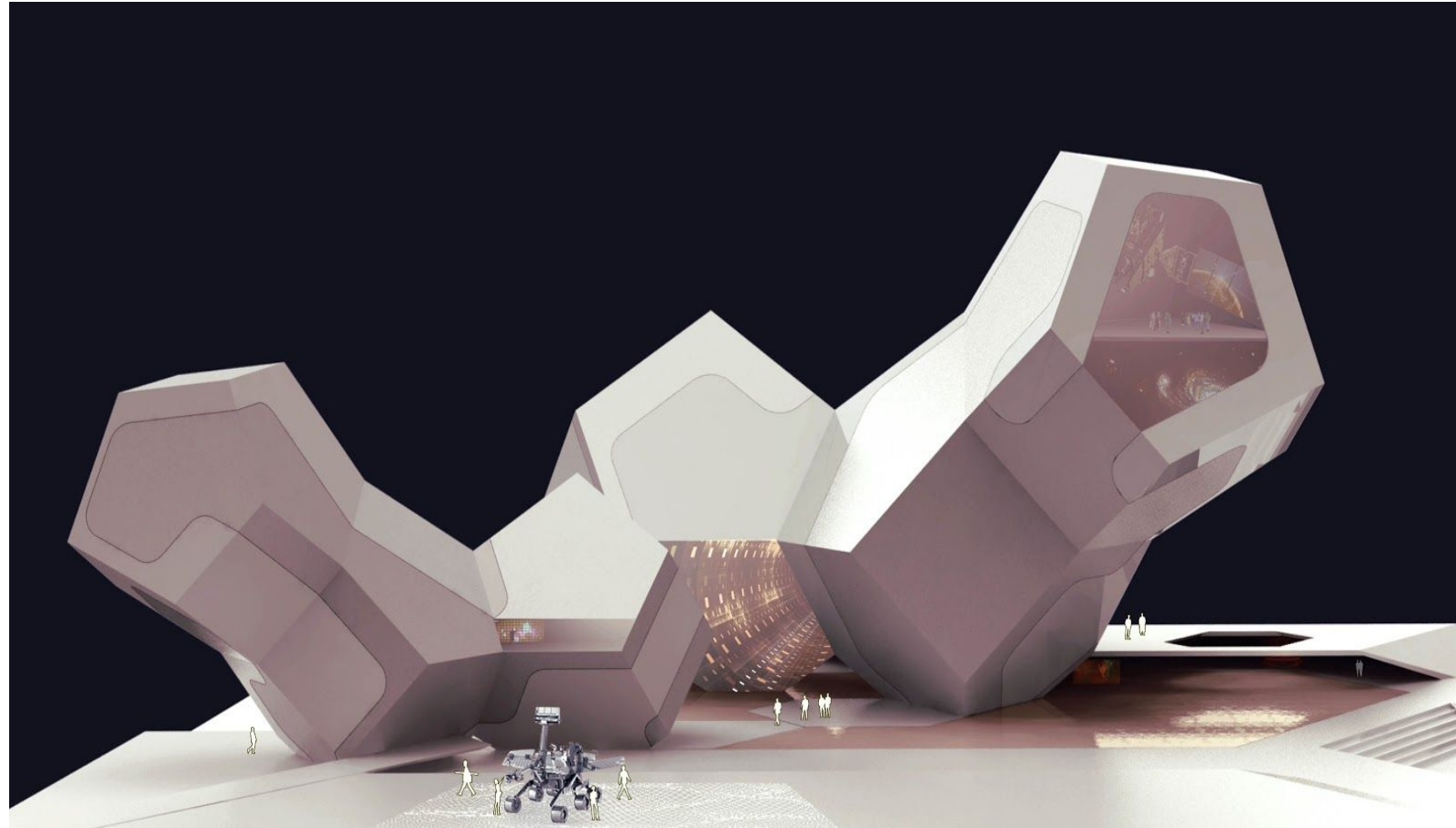


COSMOS Pop up

Project Outline



A pop-up edutainment project dedicated to our Future

October 2020

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Creating 'Cosmos City' - A Vision of Tomorrow, Today

The Pop Up is a small format to reflect the future Cosmos City. Cosmos City is being created to catalyse a transition in Human Evolution and Awareness away from the Chaos our civilisation often seems to have been plunged into, towards a new era of enlightenment and human progress.

Based on the 'Cosmos Effect' – the synthesis of the physical and virtual worlds - our goal is to encourage breakthrough practices and thinking in education, art, sustainability, innovation and science, neuro-physics, planet development, and climate change reversal.

This will be achieved through designing and building
Cosmos Edutainment Pop up

"Cosmos City is the first 'space city' here on Earth. It is an exciting step towards a deeper understanding of how our World, and our experience of living, can be optimised through increasing our comprehension of our place in the Cosmos, the intricate relationship we have with it, the role we play in it.

Cosmos City will stimulate a healthy and necessary cosmic shift in our collective minds, uniting people around the idea of creating new opportunities which will help to build a better version of our planet Earth, and crafting the future of mankind, here on Earth, and in the furthest reaches of Space.

The visionary idea behind creating the first 'space city' here on earth is pursuing and supporting the principles of innovation and endeavour, and the values of care and consideration for all living beings, required to survive in a new environment 'out there' in time and space, while improving our life experience 'here'.

Our Cosmos City is both a technological and business project, combined with a futuristic prediction of a new society guided by all-round awareness, an appreciation of quality living, and the progressive development of humanity. If we can achieve this on Earth, only then can we transfer it beyond the stratosphere.

Cosmos City will be a home for the innovation and science of tomorrow, a practice-ground for what is to come in our future"

Aliya Grig, Founder/CEO, The Cosmos Corporation.

Project Outline & Concept

Our 'Big Idea' is built around a balanced synthesis of the real and virtual worlds, a combination of edutainment, cutting edge innovation support, development, and investment.

Unlike existing entertainment, innovation and education venues across the world, Cosmos City gives visitors a real experience of living in the future both here on Earth, and on other planets in other galaxies, stretching our imaginations, and emphasising personal development through body and mind.

Through technology, and the unprecedented access to information we now have, humanity has reached a new ‘make or break’ stage of evolution. Our project will also nurture the development of future technologies - required both to survive and thrive here on Earth, and to conquer Space - through our innovation incubator and investment partnerships, offering a home and work place for the best scientific and entrepreneurial minds of our time.

Key Target Sectors : Edutainment and Self-Development

A study by Morgan Stanley projected a “most likely outcome” of a \$1.1 trillion **edutainment economy** by the 2040s. More ambitiously, a panel session at the 2020 World Economic Forum estimated the future size of the **edutainment industry** at a minimum of \$3 trillion by the year 2040.

A recent report by Goldman Sachs predicted that the size of the **self-development industry** would reach \$1 trillion by the 2040s.

The push to develop space related technologies and explore space has seen the global space industry grow to \$326 bn in 2019.

Encouraged by these figures, Cosmos City’s concept has been devised after 24 months of detailed research and market analysis, working with international focus groups consisting of renowned experts and consultants including:

- NASA
- ESA
- SETI
- Asymptote Architecture
- Kaleidoscope VR platform
- St Petersburg State University
- The Art & Science Museum in Singapore
- Marshmallow Laser Feast
- Burning Man
- Venus Project
- Guggenheim Foundation

At our Science and Innovation Center, our goal is to advance interactive multimedia / VR (Virtual Reality) / AR (Augmented Reality) solutions to give audiences a complete,

immersive experience of how life could be in the future, while also giving them the fullest possible experience of how life was in the past, both on Earth, and through the Galaxies.

We offer our visitors and subscribers the chance - through our human development and edutainment programmes - to participate in the creation of their Future through broadening their awareness of their own capabilities, and the impact they can have.

Motivation

The beginning of the twenty-first century has brought many challenges for humanity in social, economic, and personal realms. Climate change poses an increasing threat to all life on the planet; drinking water is still in short supply for billions of people; famine and dislocation ravage through populations in Africa, the Middle East, and Asia. And now the COVID-19 pandemic has completely disrupted human habits and behaviour.

We can no longer simply ponder the changes: to survive, let alone thrive, we have to be strong, mindful, judgement-free and highly inventive to restore equilibrium between Humankind and Nature on our planet, while also reaching out to explore the hidden secrets of our Oceans, and Space, taking on a new level of responsibility, re-educating ourselves and the generations to come to take decisive action towards reprogramming our behaviour.

In the modern world people face multiple challenges and a shortage of stimulating, concise and verified information that provides opportunities to upgrade themselves to the next level of conscious living.

Cosmos City will access the greatest sources of human wisdom - analog and digital - in creating its education and enlightenment programmes on the topics of sustainability, self development, meditation, future tech etc. pushing the boundaries of what we think we know, and what we are potentially capable of. Our intent is that this will be so much fun, our visitors and subscribers won't even realising they're learning.

Cosmos City is partially a virtual teleport - bringing visitors into Space to any point in the known universe, magically relocating to galaxies light millenia away through VR and immersive technologies.

It is also a virtual Noah's Ark - showcasing the beauty of Nature and the Natural World, showing all species, living or extinct, within touching distance in their 'natural' environments.

And Cosmos City is like a stargate, its structures and content altering the imagination, boosting creativity, allowing visitors to transform and enrichen the way they perceive both Inner and Outer Space.

Cosmos City Values

1. Evolving humanity and the human mind, upgrading to the next level of development
2. Providing inspiration and education for a better Future and better World
3. Taking care of Our Planet Earth - sustainable development, addressing climate change issues, paying the way for a reversal of the climate crisis.
4. Creating a micro-climate - both online & offline - in which new talent - scientists, artists, coders, programmers, and engineers - flourishes
5. Creating a Community - everyone can make an impact and change, everyone can participate, and empower younger generations to participate
6. Discovering and developing new technologies for a better World
7. Dismantling mental borders through a cosmic shift of body and mind
8. Reaching out to all levels of society as a whole
9. Examining our Oceans, and Space as the next geographical frontiers
10. Providing unforgettable entertainment for our visitors

Content/Activity

Cosmos Pop up will include the following elements to attract visitors:

- A cutting edge multimedia centre with journeys to our future and through time and space to future world(s) created in collaboration with award winning writers, animators, futurologists and artists combining gaming, comics, cinema sci-fi, and science to create a unique scenario and “cosmic” characters
- Edutainment content - movies, lectures, workshops in different formats (including VR, AR, XR)