Factories in Space

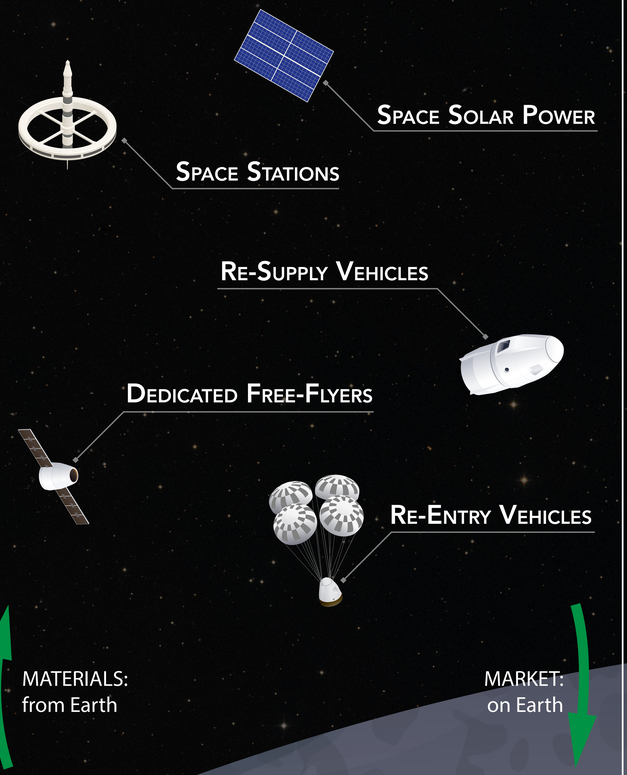
Flywheel Effect / Kickstarter

After finding the "killer app" or "space gold" for in-space economy and bypassing the chicken-and-egg dilemma

SHORT-TERM

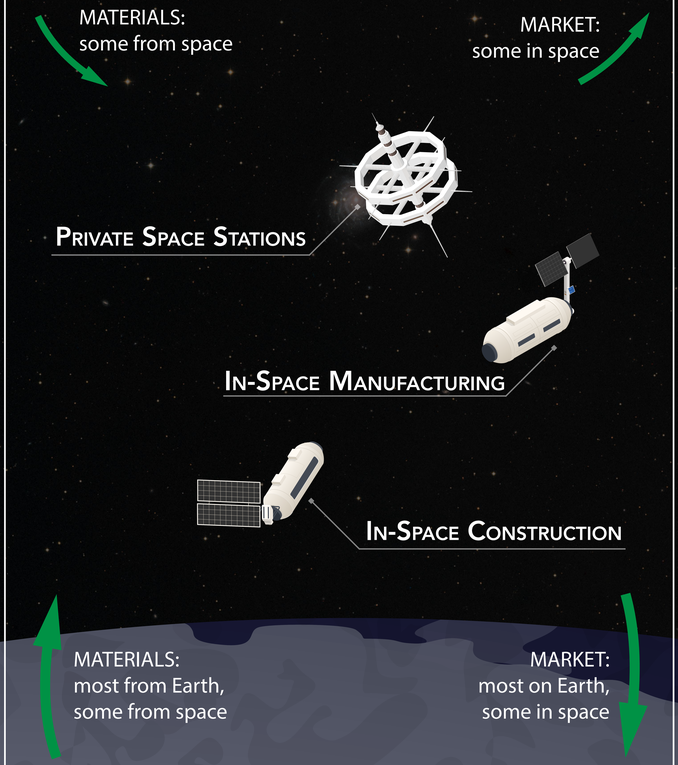
1. Launching parts and raw materials from Earth.
2. In case of in-space manufacturing, using the ISS or freeflyers to make products.
3. Serving existing terrestrial markets.

- Likely activity: Microgravity manufacturing or space solar power.
- Assumption: New revenue and profit sources in space
- Stimulates: cheaper launch, recycling, space resources,
- Customer for: freeflyers, space stations, in-space mobility, in-space services



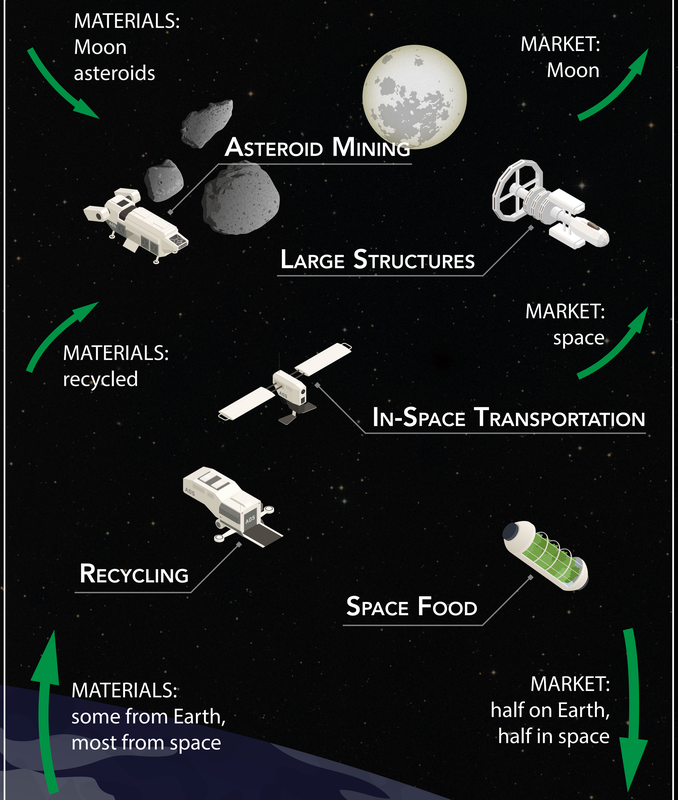
MEDIUM-TERM

1. Recurring profitable activities in space have been economically proven.
2. Creating a potential market and becoming the first customer for many other in-space economy services if the price is lower.
3. First commercial steps towards using space resources and space utilities.
4. In case of in-space manufacturing, activities are moved to larger (dedicated) space stations or persistent platforms where the equipment stays in orbit.
5. Stimulates faster/cheaper services and economies of scale starts to lower costs.



LONG-TERM

1. Drive towards lower costs creates competition and market for better solutions.
2. Whole ecosystems and supply chains are now in space.
3. Lower costs bring out the elastisticity in markets making further commercial activities feasible.
4. The new technologies also improve space exploration and space settlement, while enabling even more industries to be moved off-Earth.



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Erik Kulu, 2024-04-01