## Hype Cycle of In-Space Economy

Plateau will be reached in: Commercial Landers (Moon) Space Situational Awareness less than 2 years In-Space Internet (Data Relays) Active Debris Removal 2 to 5 years Orbital Transfer Vehicles (Space Tugs) ZBLAN (In-Space Manufacturing) ○ 5 to 10 years Satellite Servicing 10 to 15 years Small Re-Entry Vehicles 15 to 20 years Commercial Space Stations more than 20 years Rovers & Hoppers 🛑 obsolete before plateau Space Tourism (Orbital) Propellant Reloading In-Space Manufacturing (ISM) Pharmaceuticals (ISM for Earth) Semiconductors (ISM for Earth) In-Space Construction Space-Based Solar Power Space Utilities (Energy, Water) Space Resources (Helium-3) Earth Observation **Orbital Data Centres** Small Launchers Space Food ISRU (In-Situ Resource Utilization) Asteroid Mining & Prospecting Surface Habitats Commercial Astronauts Asteroid Mining (Wave 1, 2012-2018) 🛑 In-Space Recycling Private Lunar Missions (Wave 1, 1997-2002) In-Space Manufacturing (Wave 1, 1978-1986) 🛑 Space Entertainment Slope of Peak of Inflated Innovation Through of Plateau of Enlightenment Trigger **Expectations** Disillusionment Productivity Time 2024-04-01, Erik Kulu, factoriesinspace.com Factories in Space

Based on Gartner Hype Cycle methodology and inspired by Aravind's space hype charts.

## Expectations