

Live Talk. How Did Asgardia Government Webinar Go?

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On 13 Leo (30 June), the Asgardian Government held its first-ever webinar on the outcomes of its work for the first half of the year. Each Minister gave a brief presentation on their six-month achievements as well as their medium- and long-term plans. And then there was an online Q&A session. Webinar participants answered questions from Asgardia residents.



The sitting was opened by Prime Minister Lena De Winne, who welcomed the live broadcast audience, which included AMPs, Asgardians, and residents. Madam Prime Minister thanked the residents for exercising their right to participate directly in the political life of Asgardia by submitting their questions to government representatives, thereby helping establish a feedback system, very important in building and developing the state.

Before giving the floor to each minister, Lena De Winne briefly introduced them, highlighting the speaker's merits and achievements. On a separate note, the Prime Minister emphasized the role of the Minister of Culture in making the video content for this webinar.

A big step forward for Asgardia

The first word was given to the head of the Ministry of Science, Prof. Floris Wyuts, a world-renowned scientist who has worked with astronauts for many years studying the impact of zero gravity on human physiology.



Floris Wyuts emphasized the importance of the SIRIUS-21 experiment, conducted at the Institute of Biomedical Problems with the assistance of Asgardia. The purpose of the experiment is to thoroughly investigate the effects of long-term isolation on the human body and psyche.

The SIRIUS-21 crew includes a Space Nation resident, physician Victoria Kirichenko. Together with her colleagues from three countries, she spent exactly 240 days in isolation under conditions simulating a long spaceflight, and became a subject of research, bringing Asgardia's mission - the birth of the first child in space - closer to being accomplished.

According to Prof. Wyuts, participation in this experiment is a big step forward for Asgardia and its significant contribution to the future colonization of space.

The key scientific directions for the Space Nation for the next 25 years are developing technologies for artificial gravity and protection from space radiation, researching the impact of spaceflight factors on the female body, and space embryology. Combined, these topics were first raised at the 2019 Asgardia Space Science and Investment Congress in Darmstadt. The congress brought together big names of space science from all over the world. As Prof. Wyuts

noted, Asgardia is looking forward to repeating that successful experience, with the 2nd Space Science and Investment Congress scheduled for 2023.

The Ministry is also planning a series of open webinars on popular science topics with broadcasts on AsgardiaTV. The schedule of webinars for the period from July to December 2022 has already been put together and will soon be published on the official website.

Solar in the spotlight



Minister of Finance Mark Bogen said that the main duties of his ministry are creating and managing budgets, and the most important mid-term aspect of activity is building the infrastructure for smooth conversion of Asgardia's national digital currency, Solar, into fiat currencies.

The ministry is also involved in creating a licensing system, the foundation of Asgardia's economy, and is working on a number of legislative initiatives, including the draft Tax Act and the

National Bank Act.

Popularizing the ideas of Asgardia by shaping the governance structure



The Ministry of Citizenship is now headed by someone who teaches in several languages, has made three trips around the world, joined the Space Nation on its very first day of life, and was one of the first individuals to gain experience as a city representative of Asgardia by building an active local Asgardian community in Kuala Lumpur. Now, Ivan Rosel's job is to shape the global terrestrial Asgardian governance structure, establishing not only city, but also country and continental representative offices, and attracting new supporters around the world.

The Ministry of Citizenship is working with volunteers and developing a training program geared toward city representative candidates. A special service will soon open for city representatives on the Discord platform, and then other civil servants will be granted access to it as well.

Under the auspices of the ministry, training methods are being elaborated not only for volunteers or city representatives. Certain training programs are designed for people who wish to learn more about space. The first series of such trainings will be available to the general public, and the privilege of taking part in the next one will be reserved for residents only as a residency benefit.

Ivan Rosel noted that since the Head of the Space Nation announced that he would fund the resident status for 5,000 Asgardians, the number of residents in Asgardia has rapidly increased, and accordingly, more people have gained access to the opportunities that the status provides.

The Ministry of Citizenship has already selected the best digital platform for seminars and trainings, and other ministries will implement their training programs using the same platform.

AsgardiaTV is gaining momentum



The major project of the Ministry of Information and Communications is the AsgardiaTV channel. Thanks to this channel, we can follow live parliamentary sessions and webinars hosted by the Government. According to the Ministry head Dennis Shoemaker, the technical capacities and services of AsgardiaTV are gradually increasing, and the amount of video content and views is growing bigger by the day.

Mr. Shoemaker hopes that very soon, AsgardiaTV will be able to attract traffic from other platforms. Asgardia News is expected to be released not only in text format, but also as podcasts.

The ministry also plans on developing a tactic to win a new loyal audience from social media.

Business-friendly environment

The Ministry of Trade and Commerce is busy implementing the core provisions of the Companies and Enterprise Act passed by the Parliament. There are 18 articles in the Act, and each of them is a separate line of work.



Minister of Trade and Commerce Ben Dell stated that, in general, his ministry's primary objective can be described as "creating a comfortable environment for entrepreneurs in Asgardia". The concept of a business-friendly environment encompasses many aspects, including plain and simple conditions for registering a business, intellectual property protection, marketing support, business training, and much more. The entire comprehensive system is now being developed and tested on the asgardia.trade platform. Eventually, this platform will be integrated into Asgardia's official website.

A large part of the tasks of the Ministry of Trade and Commerce is related to creating transparent licensing and taxation systems together with the Ministry of Finance.

A legal environment based on the three [S]'s



According to Minister of Justice Mark Beer, his ministry is now focused on the three [S]'s: safety, security, and certainty. These are the basic concepts that should characterize the legal environment in Asgardia.

Long-term plans include obtaining observer status at the UN for Asgardia along with its international arbitrator status for organizations and individuals from all over the world to turn to for the resolution of their disputes.

A start has been made: Asgardia is developing its own Dispute Resolution Act, with the Ministry of Justice drafting its core clauses. At the summer parliamentary sitting, the draft law will already be submitted for its second reading.

The Ministry is also very active in raising public awareness. Several webinars on relevant topics have already been held under its auspices: specialists from Asgardia together with visiting experts discussed international space law, the basics of nation-building, and the new concept of "digital democracy" in the political lexicon during live broadcasts.

The foundation of the education system in Asgardia is a focus on one's personality



Minister of Youth and Education Dan Profir also spoke about webinars conducted by his ministry. He invites experts in the field of alternative education to his roundtables. He believes that traditional systems - the so-called mainstream education - have outlived themselves, since they were created at least 200 years ago to serve the industrial revolution, and there is no place there for an individual. In the meantime, the post-industrial era we are living now requires more attention to one's personality and a different approach to molding it.

Dan argues that in order to establish our Asgardian Academy that takes into account the Space Nation's special mission, there is no need to reinvent the wheel, but it is rather sufficient to take the best of existing practices and use the ones that have already been tried and tested. For instance, the Montessori system was discussed during one of the webinars.

The goal of the Asgardia Academy will be to provide children and adults with the opportunity to "explore space" in the broadest sense of these words.

Marketing strategy for developing equity and resources



Asgardia's Minister of Equity and Resources, US entrepreneur and coach Jennifer Gligoric, who joined the Government team fairly recently, reported that for her, the past six months have primarily been a "learning period".

She has conducted an audit and developed a strategy for creating the governance structure envisioned in the concept of Asgardia: it involves opening representative offices in Space Nation's critical locations on planet Earth. In this matter, the objectives of the Ministry of Equity and Resources closely overlap with those of the Ministry of Citizenship.

Jennifer is an expert in digital real estate (the term used to describe any digital property). She is currently focusing on NFT, looking at the existing digital platforms, and having meetings in the digital business world to discuss potential partnerships with Asgardia and attract investment.

Once she got some positive feedback from potential partners, she drafted a marketing plan for developing the area of Equity and Resources, which has been submitted to Dr. Igor Ashurbeyli, Head of the Space Nation, for approval.

Asgardia Institute of Standards as the Ministry of Manufacturing domain



The ministry headed by Jacob Mulder is getting ready for the Asgardia Institute of Standards opening its doors. Six standards and procedures for their implementation have already been identified, a Standards Act is being drafted in collaboration with the relevant parliamentary committee, the AIS Internet platform has been launched, and an expert group called AESIR has been formed to help implement educational initiatives in the areas the ministry is in charge of.

Just like other ministers, Jacob Mulder is preparing his own public webinar agenda.

Culture is the heart of Asgardia



According to the Minister of Culture Cheryl Gallagher, the word "culture" refers to our entire environment, culture extends to absolutely all areas of life in Asgardia. "Space" and "culture" are virtually synonyms within the Space Nation's framework. The concepts are both philosophically abstract and quite practical at the same time, both are opposed to chaos. It is culture that is supposed to help the new Nation identify itself.

The Ministry's long-term goal is to establish an Asgardian Culture Academy and Museum. While preparing for this event, Cheryl's main priority is to promote the Space Nation's ideas. She represents Asgardia at various international festivals, conferences, and exhibitions, including those related to the space industry.

Asgardia residents submitted their questions via the stream's chat room. To keep to the timing of the meeting, the ministers chose one question each to answer live. Residents were interested in both abstract philosophical topics related to the concept of the Space Nation, and quite specific ones.

These included:

- **'How does one get on board as a volunteer of Asgardia?'**

Minister of Citizenship Ivan Rosel's answer:

- 'Send your application to volunteering@amoc.space and get interviewed.'

- **'Is there a guide to the kind of content that can be released on AsgardiaTV?'**

Minister of Information and Communications Dennis Shoemaker's answer:

- 'Content should not violate the Asgardia Constitution and copyright, but so far we haven't had any problems with that.'

- **'Who is doing all the work?'** Jacob Mulder, Minister of Manufacturing, was asked.
- 'We all do, everyone here, together with you, everyone who watches us,' Jacob replied. 'We need your help and support. Contact us, support us, together we can make the most ambitious plans come true!'

By the way, no question asked during this sitting will go unanswered. The questions that the ministers did not have time to cover during the broadcast, will be answered in writing on the Asgardia official website.