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# The Space Explorers ISS Experience is neat

The Immersive Wire - 22 June 2026

Tom Ffiske  
Jun 22, 2026

## Executive summary

Welcome to your weekly briefing on the metaverse and spatial computing. Here are your snippets to sound smarter in meetings this week:

- **Top story:** I tried the [Space Explorers ISS Experience](#) and it is neat (review below)
- **Demo day:** We are hosting an XR demo day [on 9 July, in London](#). Come participate, and [submit your demo to show the audience](#).
- **Event:** OPENVERSE Summit 2026, organised in Brussels under the guidance of the European Commission, will bring together policymakers, [is happening 10 September](#).
- **Call for speakers:** UnitedXR Europe has opened its call for speakers for its second edition in Brussels from 7 to 9 December 2026, inviting XR practitioners to apply [by 8 September](#).
- **Other stories:** Snap has officially unveiled its new Specs AR glasses, including AI-assisted tools, spatial apps, and first-person AR interactions such as browsing, navigation, and shared “EyeConnect” experiences (more below)

Thank you all for coming to the tenth anniversary of the Immersive Wire. Fun fact; you all went through more than one pizza per minute over 20 minutes. Blimey.

Tom Ffiske, Editor of the Immersive Wire

## Top story

I tried the [Space Explorers ISS Experience](#), and it is neat.

- **What is it?** The experience runs for around 40 minutes and shows a variety of 360 videos showing what life is like on the ISS space station. People roam through a massive room where they can touch bubbles and see little insights, from how they wash their hair to how they learn how to go around the station.
- **Do you recommend it?** If you are a space nut like me, then this is well worth coming to Camden for. It gives really nice little insights you wouldn't have thought about otherwise, and it really adds to the experience of what it is like in space. While the quality of the video is subpar compared to other experiences I've had in London, the actual experience of seeing the moon in a massive room is quite something.

## This week's stories

- **Activate** has appointed Scott Shultz as [Chief Technology Officer](#).
- **ChapsVision** has been selected by the French State's OTDH project to deploy its Argonos platform as a sovereign heterogeneous data processing system, winning both data preparation and [modelling, security and visualisation](#).
- **FunkyMouse** will add Steam VR support, new motorcycles, weather effects, and playable real-world motorcycle creators to its traffic-racing game LANESPLIT on 23 June.
- **Raven Resonance** has previewed Raven Prism, a Linux-powered smart glasses platform with built-in AI and hands-free controls, ahead of its commercial launch [later this year](#).

- **RP1** and the **Metaverse Standards Forum** have launched Sneezee, an open source metaverse browser engine designed to bring spatial computing capabilities to web browsers and support [interoperable metaverse applications](#).
- **Snap** has officially unveiled its new Specs AR glasses, including AI-assisted tools, spatial apps, and first-person AR interactions such as browsing, navigation, and shared ["EyeConnect" experiences](#).
  - Additionally, Snap has acquired Illumix to integrate Illumix's spatial AR and mapping technology into its [upcoming Specs smart glasses](#).
- **Varjo** expanded its support for the Ukrainian Armed Forces by delivering an XR counter-UAS training simulator integrated with its [XR-4 Series headset](#).
- **VITURE** introduced Helix AI safety glasses built on NVIDIA's XR AI solution, developed with Rana and Stanford Medicine, to support industrial, scientific and clinical workflows through real-time multimodal AI analysis of [first-person video streams](#).
- **XR Sports Alliance** has strengthened its capabilities by adding ActionStreamer, Antigravity, Creative Artists Agency, Freeride World Tour, HOVERAir, Manchester United, Pico, Rezzil, San Diego Wave FC, Specs Inc and Trigger XR [as new members](#).

*Note: The Immersive Wire is run by Tom Ffiske, who also works at Accenture. The contents of the newsletter should not be regarded as Accenture's views.*

*All spelling mistakes are deliberate, actually.*

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