GLOSAS/USA

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Synopsis of GLOSAS/USA Projects

Alleviating global warming and attaining global peace are the most urgent and complex problems of our time. Both are confrontation prone as deeply rooted in cultures and traditions. Although both cannot be solved over-night, we must have appropriate mechanism to understand their causes and prepare our youngsters to cope with them in years to come.

Economic interdependence among nations and cultures is spawning a global economy. Globalization also highlights clashes of divergent cultures and belief systems, both political and religious. If global peace is ever to be achieved, global-scale education, with the use of the modern digital telecommunications, will be needed to create mutual understanding among nations, cultures, ethnic groups, and religions. The Internet is the future of telecommunications and can be a medium for building peace.

Global University System (GUS):
The GUS aims to build a higher level of humanity with intercultural understanding across national and cultural boundaries for global peace. The GUS is a worldwide initiative to create advanced telecom infrastructure around the world for global e-learning and e-healthcare/telemedicine. GUS aims to create a worldwide consortium of educational and healthcare institutions to provide all world citizens with special emphasis on the underdeveloped countries with access to 21st Century education and healthcare via broadband Internet. The philosophy of GUS is based on the belief that global peace and prosperity would only be sustainable through education. Education and job skills are the keys in determining a nation's wealth and influence. The aim is to achieve "education and healthcare for all," anywhere, anytime and at any pace. A GUS education thus will promote world prosperity, justice, and peace, based on moral principles rather than political or ideological doctrines.

The GUS helps higher educational and healthcare institutions in remote/rural areas of developing countries to deploy broadband Internet in order to close the digital divide. Learners may take courses from different member universities around the world, obtaining their degree from the GUS, thus freeing them from being confined to one academic culture of a single university or country. The GUS program is a comprehensive and holistic approach to building smart communities in developing countries for e-learning and e-healthcare/telemedicine.

These institutions also act as the knowledge center of their community for the eradication of poverty and isolation through the use of advanced Information and Communications Technologies (ICTs). Those institutions affiliated with GUS become members of the GUS/UNESCO/UNITWIN Networking Chair Program at the University of Tampere, Finland. We envision interlinking those members through broadband Private Virtual Network to conduct mega-videoconferences as well as related research project.

The officers of the GUS are: P. Tapio Varis, Ph.D., Acting President, (University of Tampere, former rector of the United Nations University of Peace in Costa Rica); Marco Antonio Dias, T.C.D., Vice President for Administration, (former director of Higher Education of UNESCO); Takeshi Utsumi, Ph.D., Founder and Vice President for Technology and Coordination, (Chairman of GLOSAS/USA). The trustee members are: Dr. Pekka Tarjanne, (former Director-General of the ITU) and Dr. Federico Mayor, (President of the Foundation for Culture of Peace and a former Director-General of the UNESCO).

Globally Collaborative Environmental Peace Gaming (GCEPG):
The GCEPG Project is a computerized gaming/simulation with a globally distributed computer simulation system to help decision makers construct a globally distributed decision-support system for positive sum/win-win alternatives to conflict and war, particularly focusing on the issues of environment and sustainable development in developing countries. The idea involves interconnecting experts in many countries via the global Internet to collaborate in the discovering of new solutions for world crises, such as the deteriorating ecology of our globe, and to explore new

alternatives for a world order capable of addressing the problems and opportunities of an interdependent globe. Gaming/simulation is the best tool we have for understanding the world's confrontation prone problems and the solutions we propose for them. The understanding gained with scientific and rational analysis and critical thinking would be the basis of world peace, and hence ought to provide the basic principle of global education for peace.

Global Socio-Economic-Energy-Environment Development (GSEEED):
The GSEEED Project is a variation of and the initiation of the GCEPG. The quantitative policy analysis of globally collaborative GSEEED Project will focus on the sustainable development in Japan, the US, China, Russia, Kazakhstan, and many other relevant countries.

The initial focus on energy security will be on the global interrelations and interdependencies among those countries with the deployment of a gas pipeline from Tomsk, Siberia to China, and the construction of hydroelectric dam in the Republic of Altai, Siberia where there are five UNESCO World Heritage sites which draw increasing number of tourists (400,000) into a small town of Gorno-Altaisk with only 9,000 residents. This gas pipeline will certainly affect socio-economic developments of Siberia, China, and hence the ones of Japan, the US, Europe and others. Japan will also increasingly depend on the energy (oil and gas) supply from Russia and uranium from Kazakhstan.

This GSEEED Project will then demonstrate integrated and synergistic approach among grassroots, government, university, stakeholder, etc. Use of graphic info modeling/mapping and potential "peace gaming" on key issues and solutions will assist each group's ability for standardized data gathering and situational analyses, projecting out possible outcomes for more informed decision making and activities. It brings together most sophisticated university-based mathematical modeling techniques and experts and regular people who can then more easily see--at a glance--how issues and outcomes can impact and interact each other.

As an extension of our GCEPG project, we will foster creativity of youngsters around the world. Researchers in developing countries can co-work with colleagues in advanced countries to perform joint collaborative research with use of virtual laboratories for experiential/constructive learning and creation of knowledge through the global GRID technology, thus forming Globally Collaborative Innovation Network (GCIN).

Financing:
GUS projects will combine the Japanese government's Official Development Assistance (ODA) funds and Japanese electronic equipment with the Internet technology and content development of North America and Europe.

Conclusions:
The GUS program is a comprehensive and holistic approach to building smart and creative communities in developing countries for e-learning and e-healthcare/telemedicine. Initiatives are underway to create the necessary infrastructure and educational liaisons, and some near-term educational access is expected.

GUS and GCEPG are clearly ambitious programs, one that cannot be achieved by any one group, university, or national government. The programs require substantial collaborative contribution of ideas, expertise, technology resources, and funds from multiple sources. Those who value the visions of GUS and GCEPG are invited to join this great and noble enterprise.

Dr. Takeshi Utsumi is the Founder and Vice President for Technology & Coordination of Global University System (GUS) and the Chairman of the Global Systems Analysis and Simulation Association in the U.S.A. (GLOSAS/USA). He is the 1994 Laureate of the Lord Perry Award for Excellence in Distance Education. His public services have included political work for deregulation of global telecommunications and the use of e-mail and voice over Internet Protocol (VoIP) through ARPANET, Telenet and Internet; helping extend American university courses to developing countries; the conduct of innovative distance teaching trials with "Global Lecture Hall (GLH)™" multipoint-to-multipoint multimedia interactive videoconferences using hybrid technologies; as well as lectures, consultation, and research in process control, management science, systems science and engineering at the University of Michigan, the University of Pennsylvania, M.I.T. and many other universities, governmental agencies, and large firms in Japan and other countries.