

Global Social Transformation

All of us, as a society, are witnessing an extraordinary historical transition between the Industrial Age and the Information -- or Digital Age.

When a society's fundamental technologies change and its economy begins to transform, the political and social institutions inevitably follow.

In this new era, nothing will be as important as education. The current educational systems of the developed world -- suited to the requirements of the masses of the Industrial Age -- is becoming obsolete. We, and our children, need to be prepared.

With multimedia personal computers, learning will become interactive and individualized.

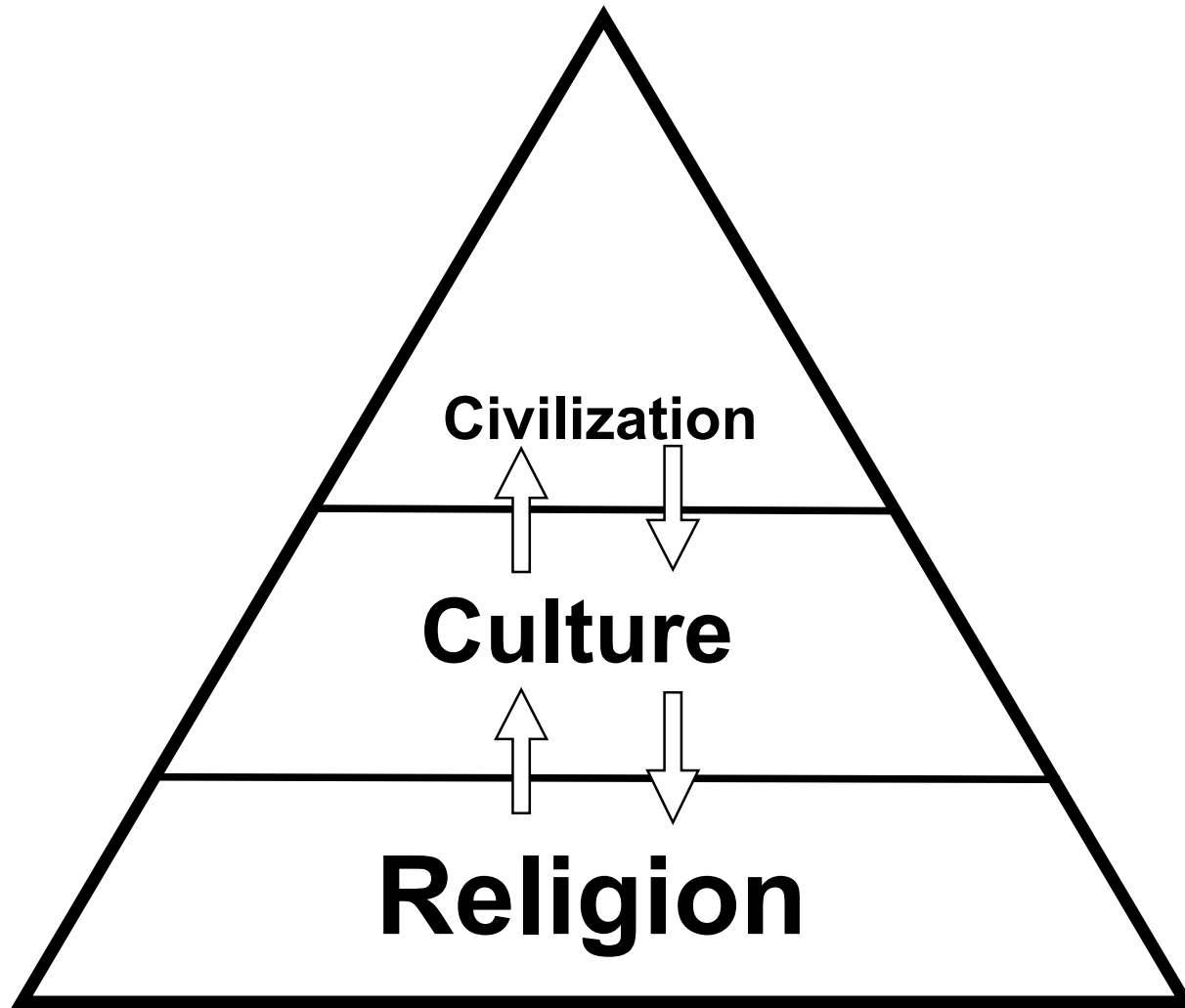
The man-in-the-street and politicians alike are asking the same questions -- where are we and where are we going?

From a flyer of TELECOM Interactivity 97 of ITU

Dawn of 21st Century

- 1. Digitalization**
Analog to Digital
- 2. Globalization**
Local to Global
- 3. New Economy**
Obedience to Creativity

Hierarchy of Civilization, Culture and Religion



What is peace through culture?

The word “culture” is derived from the two words “cult” and “ur.” “Cult,” of course, means cultivation. “Ur” is an ancient Chaldean term meaning “light” -- the creative aspect of the universe. Hence, culture is literally the cultivation of creativity.

Peace is more than just the absence of war. Just as it takes acts of war to make war, it takes acts of peace to make peace. Peace, then, is a structure of positive acts of creativeness that are carried out in a spirit of high idealism.

“Genuine peace must be the product of many nations, the sum of many acts. It must be dynamic, not static, changing to meet the challenge of each new generation. For peace is a process -- a way of solving problems.”

John F. Kennedy

Global University System (GUS) - #1

The Global University System (GUS) is a worldwide initiative to establish broadband Internet infrastructure for enhancing e-learning and e-healthcare across national and cultural boundaries for global peace.

The philosophy of GUS is based on the belief that global peace and prosperity would only be sustainable through education. The prime objective is to achieve “education and healthcare FOR ALL,” anywhere, anytime and at any pace.

Global University System (GUS) - #2

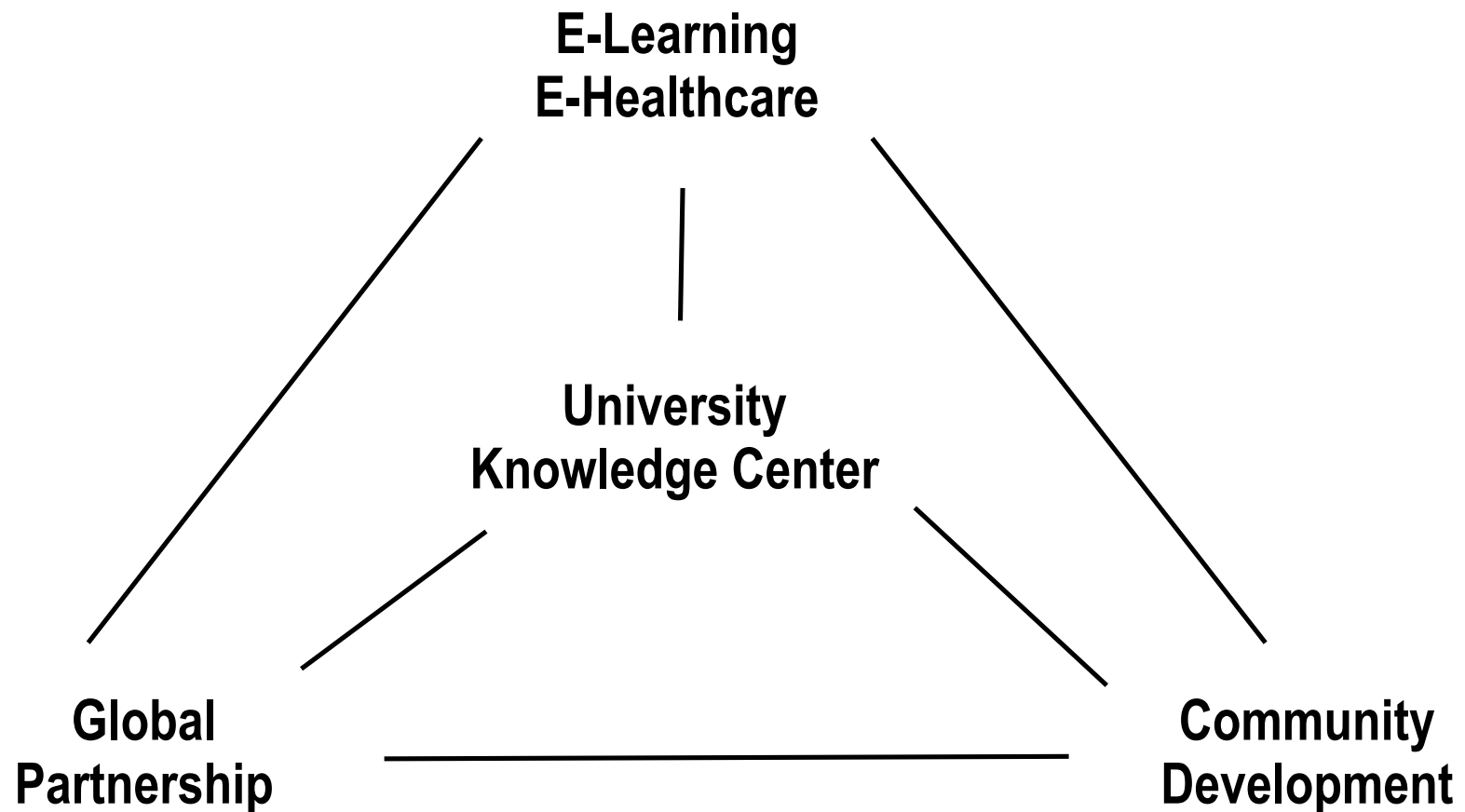
GUS aims to create a worldwide consortium of educational and healthcare institutions and NGOs, particularly benefiting those in remote/rural areas of developing countries for the eradication of poverty and isolation.

Learners in those countries will be able to take their courses, via advanced broadband Internet, from member institutions around the world to receive a GUS degree.



Both the learning (students or lifelong learners) and teaching (professors) societies of partner institutions will also form a global forum for exchange of ideas and information and for conducting collaborative research and development with the emerging global GRID computer network technology.

Thus, the higher education institutions will close the digital divide, act as the knowledge center of their community and lead their development.




University: Leader of Community in the Knowledge Society in the 21st Century






Background and Rationale #1

-  **The Internet, with its rapidly expanding and improving infrastructure, will be the main telecommunication media of tomorrow.**
-  **The full potential for achieving revolutionary advances in education and healthcare in developing countries cannot be realized with the currently available information delivery infrastructure and at currently prevailing market prices.**



Background and Rationale #2

-  **Improved e-learning requires much better ways of presenting information and of enabling learners to interact with facilitators to enable the learners to process that information into personal knowledge.**
-  **What is needed is both high quality audio/video delivery and high quality interactivity.**
-  **Developing countries need broadband Internet via international satellite and fiber-optic cable.**

Expected Benefits

-  Consortium member universities will be able to build the network of facilitators for support of e-learners,
-  Learners may take one course from a university of different country to get his/her degree from the GUS, thus freeing them from being confined with one philosophy of a university and a country,
-  The broadband Internet will enable web-based teaching with more interaction among/between learners and instructors compared with less interaction in replicating class-room teaching via analog broadcasting satellite, -- thus stimulating global dialogues among them to attain global peace, (continue)

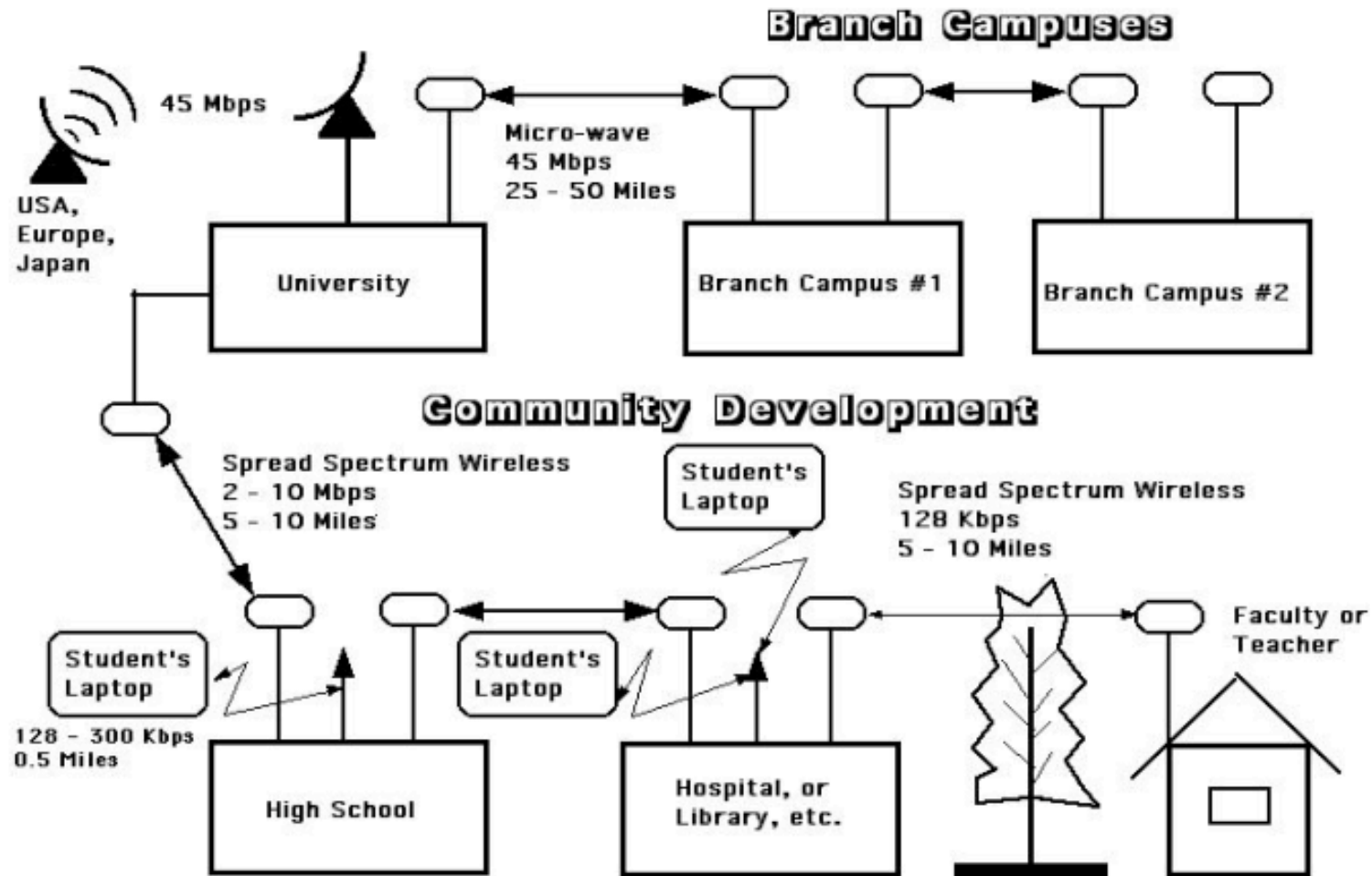
Expected Benefits (continued)

-  **Learners and faculties at the member universities can promote exchange of ideas, information, knowledge and joint research and development of web-based teaching materials, community development, and many others locally, regionally and even in global scale,**
-  **Researchers in even developing countries can perform joint collaborative Hi-Tech research and development on various subjects with colleagues in developed countries, e.g., Globally Collaborative Environmental Peace Gaming, micro-biology, meteorology, chemical molecular study, DNA analysis, 3D human anatomy, etc.**

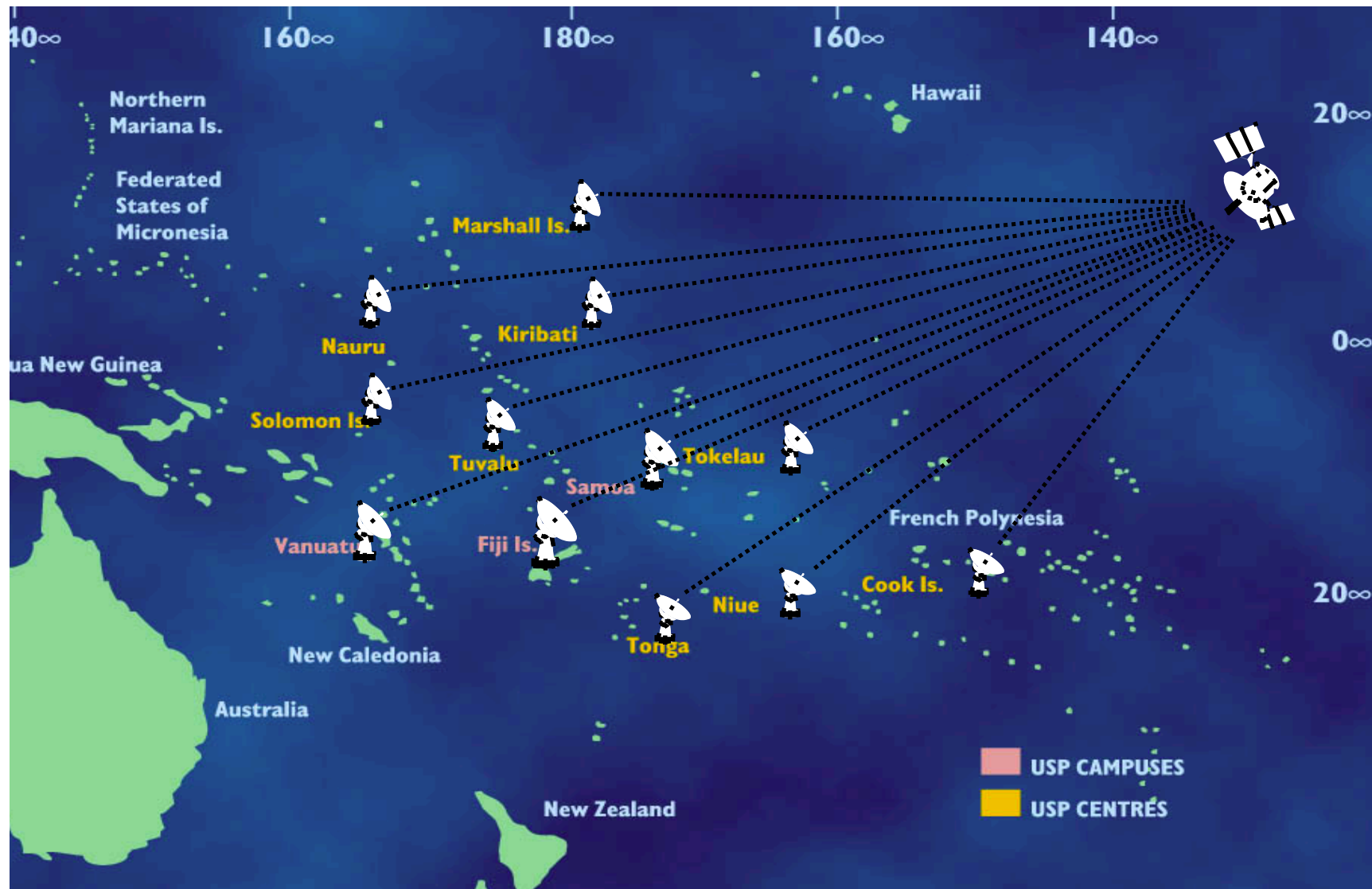
Global Broadband Internet (GBI)

Virtual Private Network with QoS

Global Broadband Wireless and Satellite Internet Virtual Private Network (11-9-02)



USPNet VSAT Network



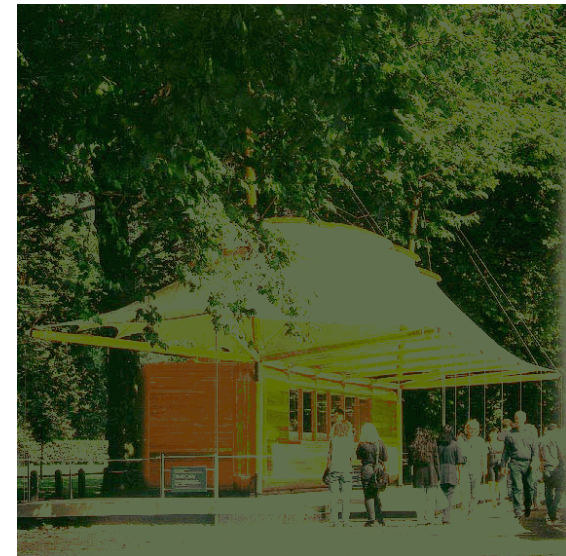
USP Council Oct 99

LINCOS (Little Intelligent Communities) or “Unwiring the World”



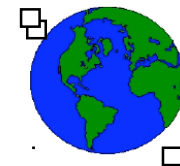
Foundation for Sustainable Development of Costa Rica
Institute of Technology of Costa Rica
MIT Media Lab
University of Rochester

Hewlett-Packard, Microsoft,
FTL Happold, Northsails, UTC,
Becton-Dickenson, Wyle, V-Tel,
Tachyon



*James Sheats, HP Labs
Technology for Sustainability Initiative*

11May 1999



Digital Town Centers



8-10 Computers
2 Printers, 2 Scanners
Cell phone base station (15 mile radius)
Smart card reader
Medical diagnostic bay
Analytical equipment as appropriate
External large screen (when available)
VSAT satellite connection

Purpose: to provide a multi-purpose information center for isolated regions, with high-speed (40 Mb/s) internet access and integrated local wireless communications, at affordable cost for developing nations

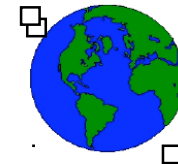
Telemedicine
Agricultural extension services
Environmental monitoring
Education

Computer Lab
Electronic Commerce
Banking
Digital Services



*James Sheats, HP Labs
Technology for Sustainability Initiative*

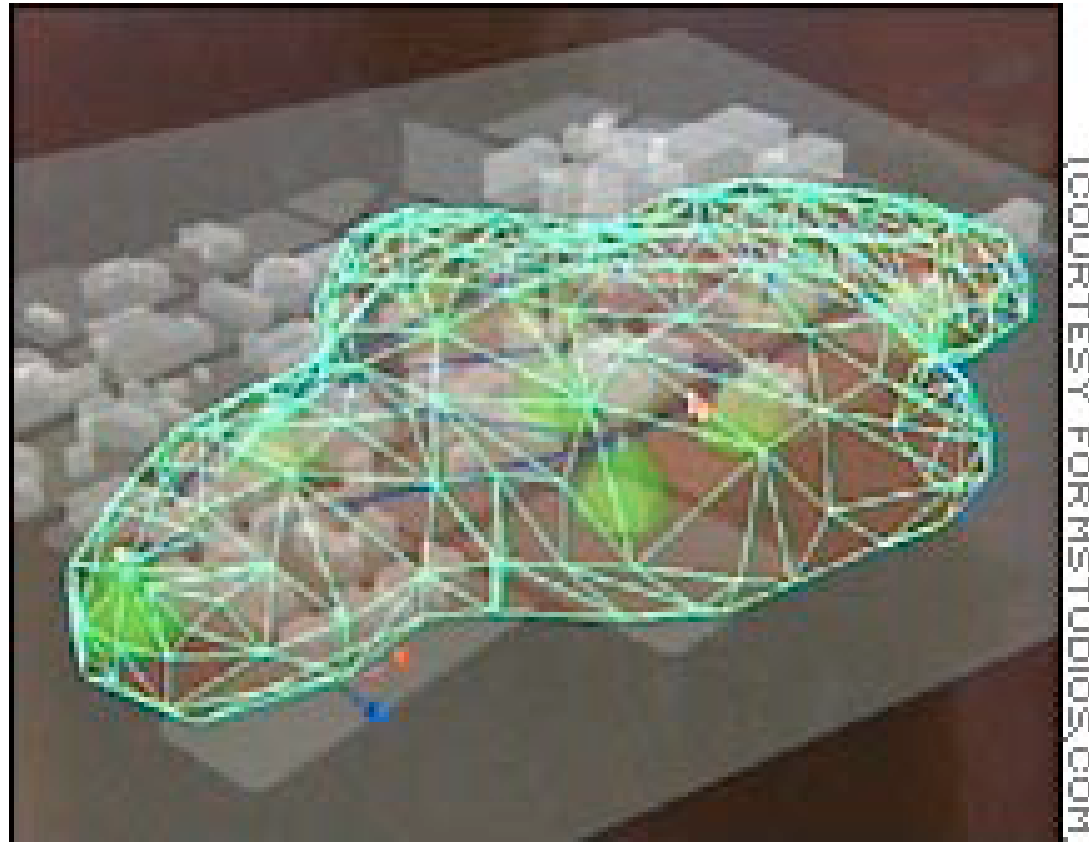
11 May 1999



Microwave Network among Hawaiian Islands



WiFi Cloud



This 3-D animation shows the wireless "cloud" over downtown Athens, Georgia. The project is aimed at attracting new users and creating new content for wireless laptops and PDAs.

"Wireless 'cloud' may offer silver lining; Or is it just 'pie-in-the-sky' technology?"

CNN.com/SCI-TECH; July 31, 2002

<http://www.cnn.com/2002/TECH/science/07/31/coolsc.wireless.cloud/index.html>

Inventor of Wireless







Ms. Hedy Lamarr



"Spread-Spectrum Radio" by David, R. Hughes and Dewayne Hendricks, *Scientific American*, April 1998, p 94-96

Mobil Learning Era

The evidence is overwhelming that mobile learning (m-Learning) is beginning to take hold:

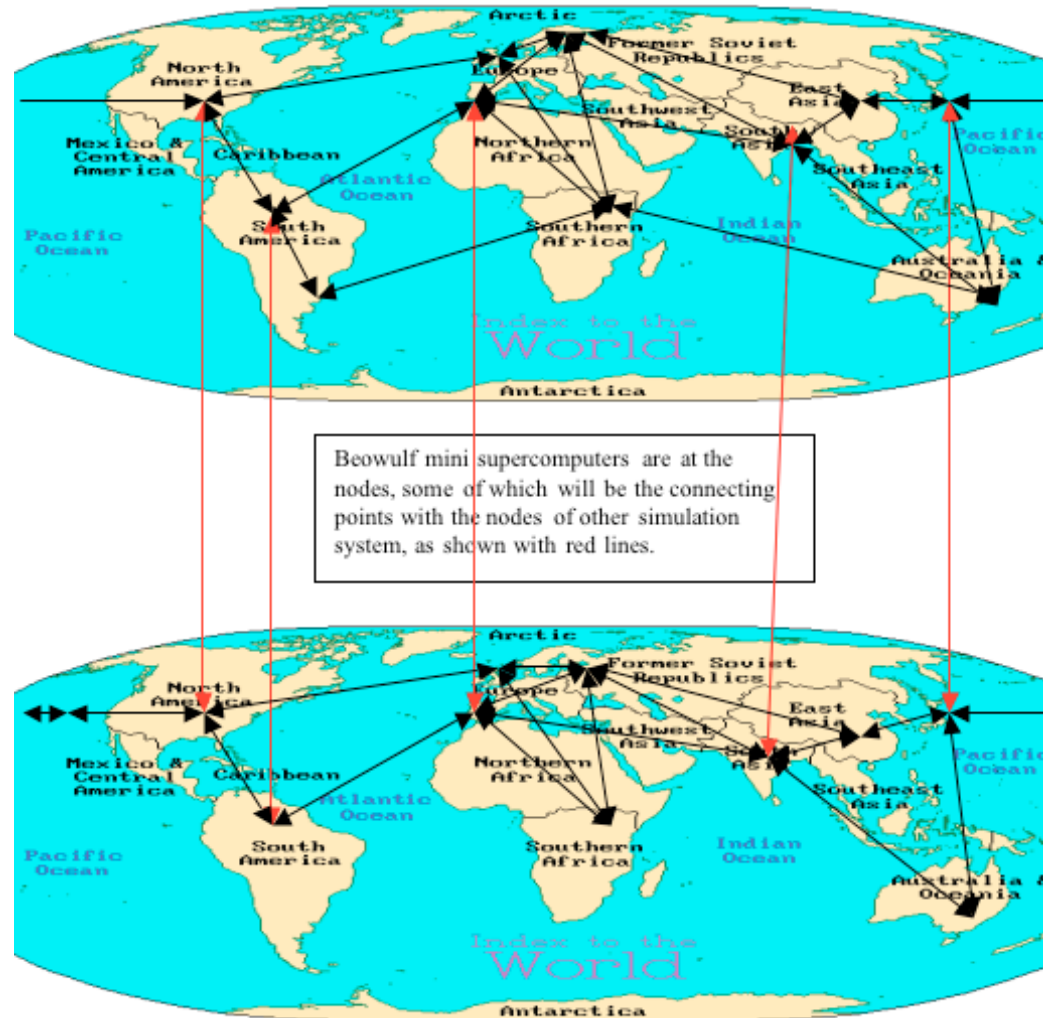
-  **Over 50 percent of all employees spend up to half of their time outside the office.**
-  **More than 75 percent of all Internet viewing will be carried out on wireless platforms by 2002.**
-  **Mobile devices will outnumber landline PCs by 2002 and exceed the 1 billion mark the following year.**
-  **More than 525 million web-enabled phones will be shipped by 2003.**
-  **Worldwide mobile commerce market will reach \$200 billion by 2004.**
-  **There will be more than 1 billion wireless internet subscribers worldwide by 2005.**

Connotations

✱ WIRED	✱ WIRELESS
✱ Slave	✱ Freedom
✱ Crime	✱ Flexibility

Globally Collaborative Environmental Peace Gaming (GCEPG)

Globally Distributed Climate Simulation System



Globally Distributed Socio-Economic-Environmental Simulation System

Financing

- **During the Okinawa Summit in July of 2000, Japanese government pledged US\$15 billion to close the digital divide in developing countries and for the eradication of poverty and isolation.**
- **During the G8 Summit in Canada in June of 2002, and at the Environment Summit in South Africa in September of 2002, they also pledged another US\$2 billion to aid education and healthcare in developing countries, respectively.**

Financing (continued)

- **GUS projects will combine (1) the Japanese government's Official Development Assistance (ODA) funds and (2) Japanese electronic equipment with**
- **(a) the Internet technology and (b) content development of North America and Europe,**
- **to help underserved people in rural and remote areas of developing countries by closing the digital divide.**



GLOSAS Projects

**(GLObal Systems Analysis and Simulation
Association in the U.S.A.)**

<http://www.friends-partners.org/GLOSAS/>

Click “Current Reference Websites” in this home page.

Takeshi Utsumi, Ph.D., P.E.

-  **Chairman, GLOSAS/USA**
-  **Laureate of Lord Perry Award for Excellence
in Distance Education**
-  **Founder and V.P. for Technology and
Coordination of Global University System
(GUS)**

Three Arts

医術: Art of Medicine

To heal illness of individual human

仁術: Art of Wisdom/Virtue

To heal illness of nation and globe

武術: Art of Peace-Making

To attain global peace

武: 戈 (sword) + 止 (stop) = Peace

士: Samurai = Chivalry

武士: Takeshi = Chivalry of Peace