GLOSAS/USA



The GLObal Systems Analysis and Simulation Association in the U.S.A., Inc. (A New York non-profit educational service organization since 1988)

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Synopsis of GUS/Egypt

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) 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 hopes to promote world prosperity, justice, and peace, based on moral principles rather than political or ideological doctrines.

The mission of GUS is to help 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, obtaining their degree from the GUS, thus freeing them from being confined to one academic culture of a single university or country.

These institutions also act as the knowledge center of their community for the eradication of poverty and isolation. Those institutions affiliated with GUS become members of the GUS/UNESCO/UNITWIN Networking Chair Program under the auspices of Professor Tapio Varis of 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, "Globally Collaborative Environmental Peace Gaming (GCEPG)."

GUS/Egypt will be the consortium of higher educational and healthcare institutions in Egypt. The Cairo University will be the secretariat of the GUS/Egypt (tentative). GUS/Egypt will provide tools to enable Egyptians to participate fully in their own development and to bring their culture forward, thriving with the influx of opportunities, and contributing to new prosperities. GUS/Egypt will provide a modernizing tool to fast-track peace-building, peace-consolidation and socio-economic development of the participating communities, and contribute to the

accelerated integration of Egypt into the world economy, export and trade facilitation, rural and community-based economic growth.

We are planning to firstly utilize **satellite**, **fiber optics and fixed wireless broadband Internet technologies** to connect universities, hospitals, libraries, local government agencies, secondary and elementary schools, NGOs, etc. The selected institutions among them will act as the local hub with VSAT, microwave radio links and wireless local loops, as covering their community with "WiFi Cloud."

Our projects focus on the content delivery through broadband Internet for eradication of poverty and isolation in remote/rural areas of developing countries, particularly on the intercultural mutual understanding for attaining global peace. This is to construct information and knowledge societies, and to bridge the knowledge and digital gap that exists between developed and developing countries, as promoting free exchange of ideas and knowledge; to maintain, increase and disseminate knowledge through our work in education, the sciences, culture and communication.

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. 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.

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/Egypt

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. The Japanese Social Development Fund at the World Bank could be another source to apply for this project.

Conclusions

This project will bridge the knowledge and digital gap that exists between Egypt and the rest of the world, and contribute to the academic and economic development, medicine and public policy, and international participating universities in Egypt for the **information and knowledge age** of the 21st century.

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