

# **Global Knowledge Sharing and Roles of Educational Institutions**

Yuichiro Anzai

Senior Advisor, National Institute of Informatics  
Former President, Keio University

30 September 2009, Tokyo

International Workshop on Information Systems for Social Innovation 2009

National Institute of Informatics

# Change of the World and Higher Learning Environment

- **Increasing diversity, complexity, and necessity of thoughtful mediation** in politics, economy, foreign policy and social systems; nation, ethnicity, language, culture, religion and other (increasing number of) dimensions for diversity and complexity.
- **Increasing speed and personalizability of communication media.**
- **Increasing size and complexity of databases, or the amount and the structure of knowledge shared globally across borders.**

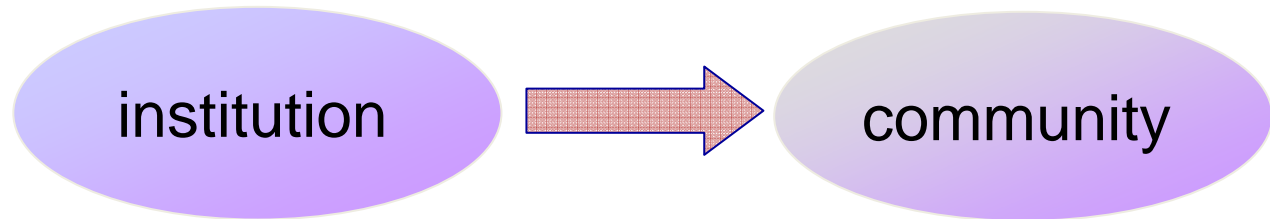
# Change of the World and Higher Learning Environment

- **People who think and act independently and collaboratively at the same time.**
- **Open and real-time communication** for understanding each other, and for discovering and solving problems in the world.
- **Creation, accumulation and distribution of knowledge** logically and semantically robust enough against abuse of information, and spatio-temporally stable enough for peace, sustainability, and prosperity of our globe.
- ◆ Needs of learning environment for **nurturing people who can be both independent and collaborative.**
- ◆ Needs of globally distributed **infrastructure for global communication and knowledge sharing** based on innovative digital communication networks.

# Innovation through Institution-Community Collaboration

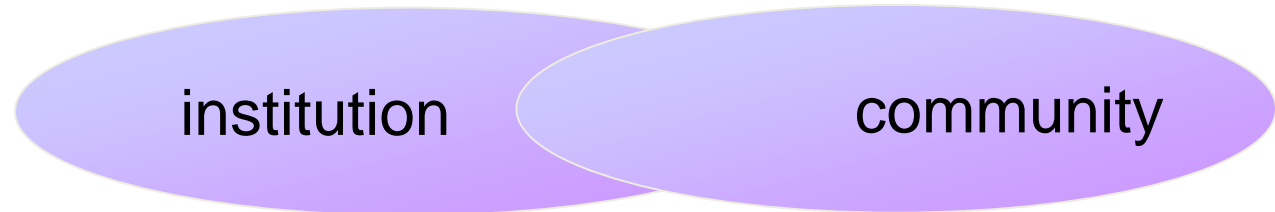
## Knowledge Source Model

Institution as Source of Knowledge



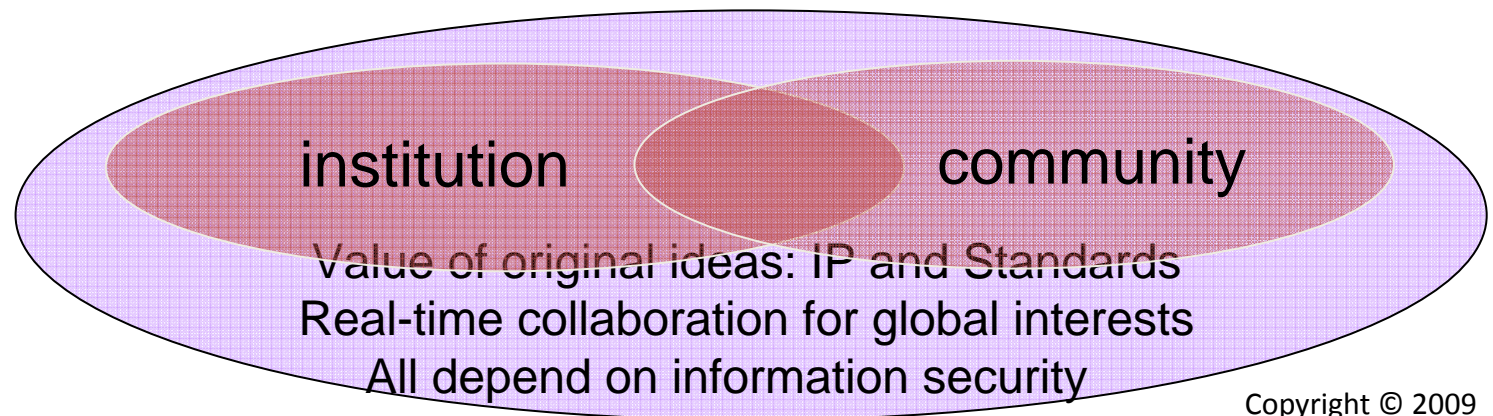
## Knowledge Interaction Model

Interaction of Institution and Community



## Knowledge Globalization Model

Institution-Community Interaction in Knowledge-Sharing World



# SOI (School On Internet) Asia

-based on satellite Internet technology

## 24 Partner Universities in 12 Countries

### Thailand

Chulalongkorn University, Asian Institute of Technology, Chulachomklao Royal Military Academy, Prince of Songkla University

### Laos

National University of Laos

### Myanmar

University of Computer Studies

### Indonesia

Brawijaya University, Sam Ratulangi University, Hasanuddin University Kampus Tamalanrea, Institut Teknologi Bandung, Universitas Syiah Kuala

### Malaysia

Universiti Sains Malaysia, Asian Institute of Medicine, Science & Technology

### Vietnam

Institute of Information Technology

### Philippines

Advanced Science and Technology Institute, University San Carlos

### Nepal

Tribhuvan University

### Cambodia

Institute of Technology of Cambodia

### Bangladesh

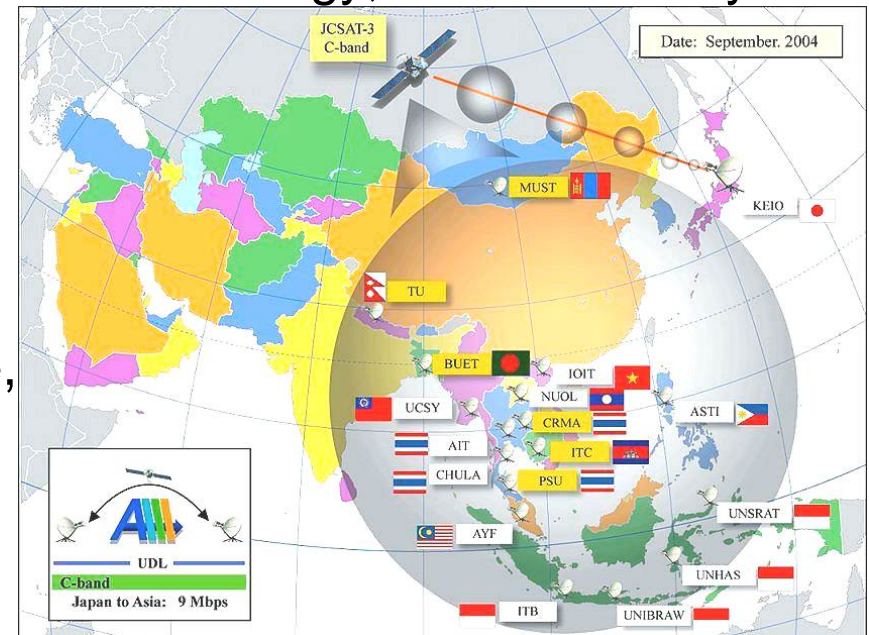
Bangladesh University of Engineering and Technology

### Mongolia

Mongolian University of Science and Technology

### Japan

Tohoku University, Tokyo University of Marine Science and Technology, Japan Advanced Institute of Science and Technology, Keio University



Copyright © 2006 Keio University





Brawijaya University,  
Indonesia



Hasanuddin University,  
Indonesia



Sam Ratulangi University,  
Indonesia



Asian Institute of  
Technology, Thailand



National University of Laos,  
Laos



Advanced Science and  
Technology Institute,  
Philippines



University of Computer  
Studies, Yangon, Myanmar



Asian Youth Fellowship,  
Malaysia



Chulalongkorn University,  
Thailand



Institut Teknologi  
Bandung, Indonesia



Institute of  
Information Technology,,  
Vietnam



Universiti Sains Malaysia,  
Malaysia



Mongolian University of  
Science and Technology,  
Mongolia



Prince of Songklang  
University  
Thailand



Chulachomklao Royal  
Military Academy  
Thailand



Keio University  
Shonan Fujisawa Campus,Japan

Universitas Syiah  
Kuala,  
Indonesia

University San  
Carlos,  
Philippines



Bangladesh University of  
Engineering & Technology,  
Bangladesh



Institute of Technology of  
Cambodia, Cambodia



Tribhuvan University,  
Nepal

# Understanding and Solving Real-world Problems at SOI Asia -Tsunami Disaster Recovery Project

Keio University and SOI Asia assisted Universitas Syiah Kuala, the largest national university in Indonesia, by providing comm. env. for disaster recovery.

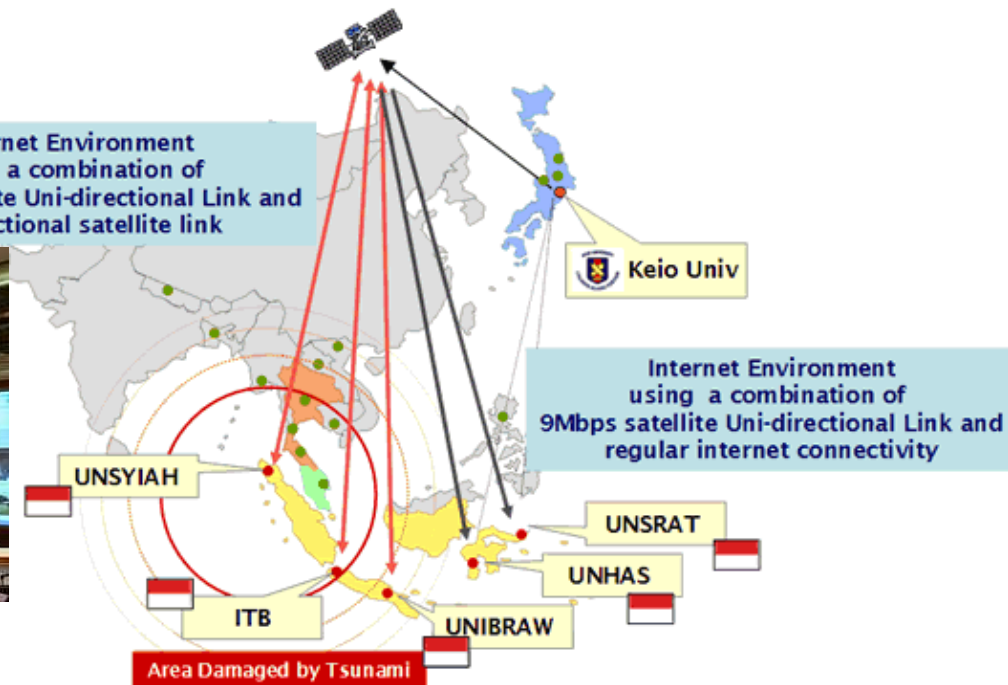


Photos by Chermg Talay Subdistrict Administration Office



Tsunami Symposium on SOI Asia network

Internet Environment using a combination of 9Mbps satellite Uni-directional Link and bi-directional satellite link

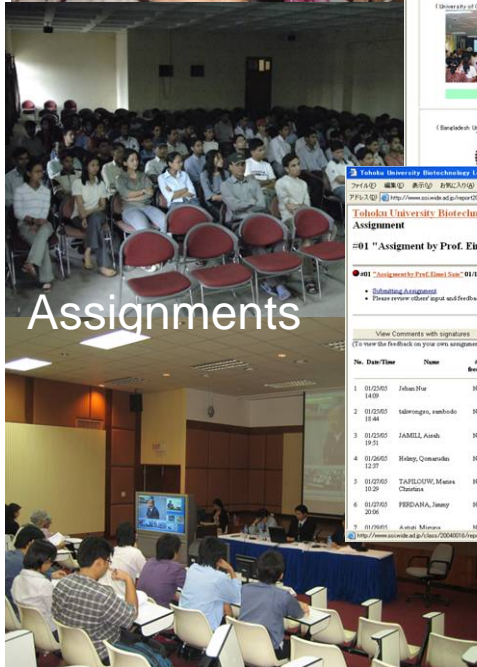




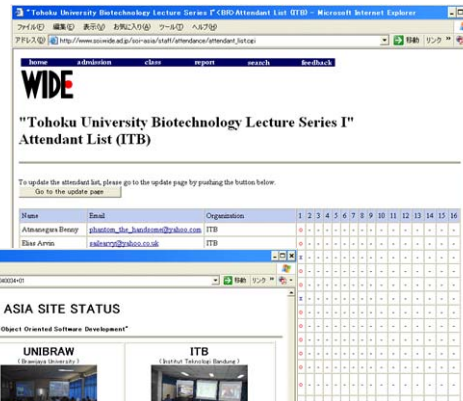
# Remote e-Learning System for SOI Asia



Site status



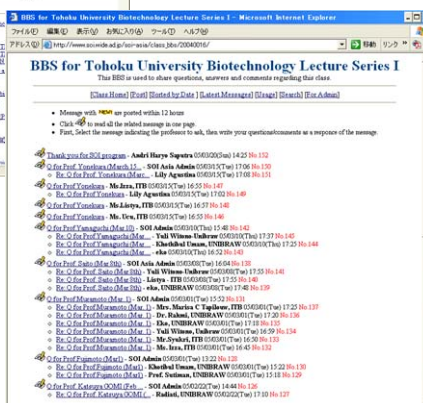
Assignments



Attendance



Q&A and Communication



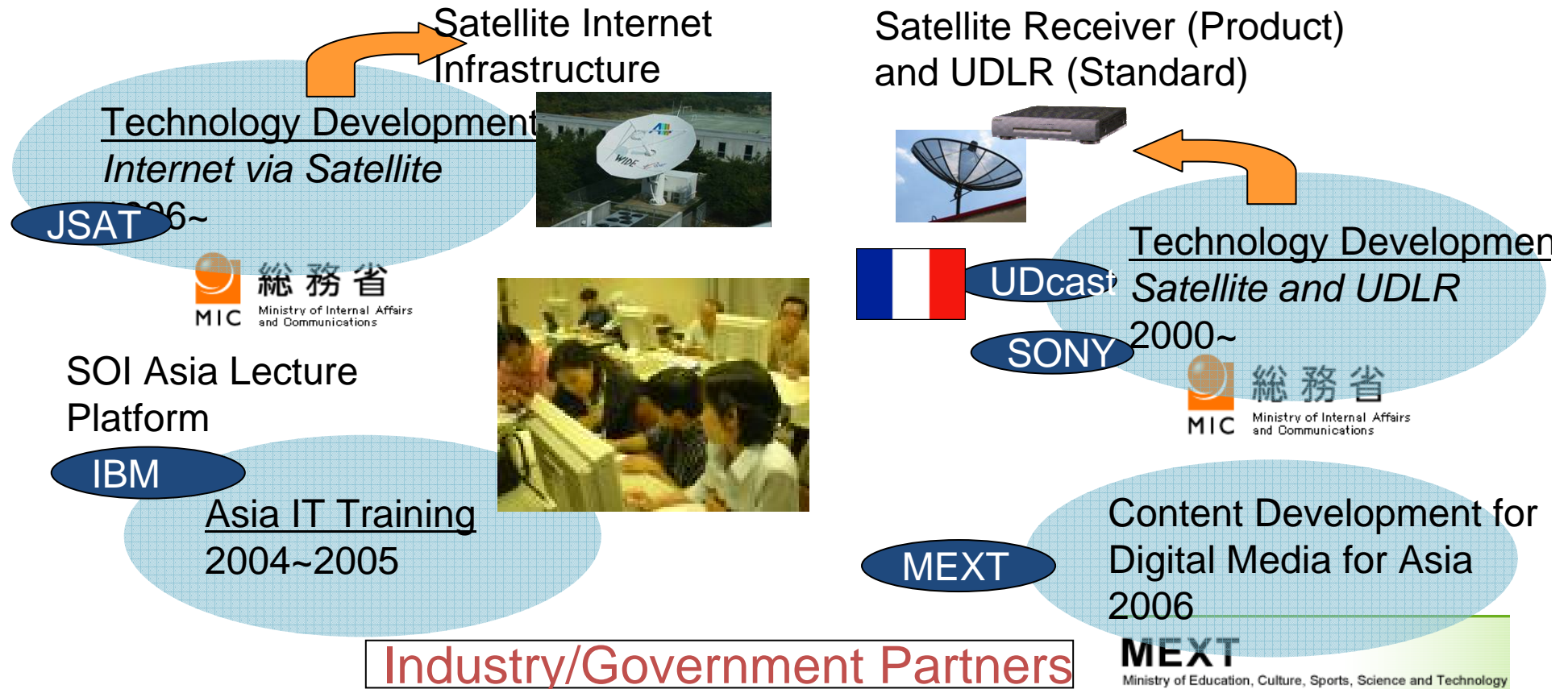
Personal activity reports



Feedback



# Industry-government-academia Collaboration for SOI Asia



- Toyota Motor Corp.
- Toshiba Corp.
- NTT DoCoMo, Inc.
- Yokogawa Electric Corp.
- Matsushita Electric Industrial Co. Ltd.

- DENSO Corp.
- Fuji Xerox Co., Ltd.
- Fujitsu Ltd.
- Hitachi Ltd.
- Honda R&D Co., Ltd.

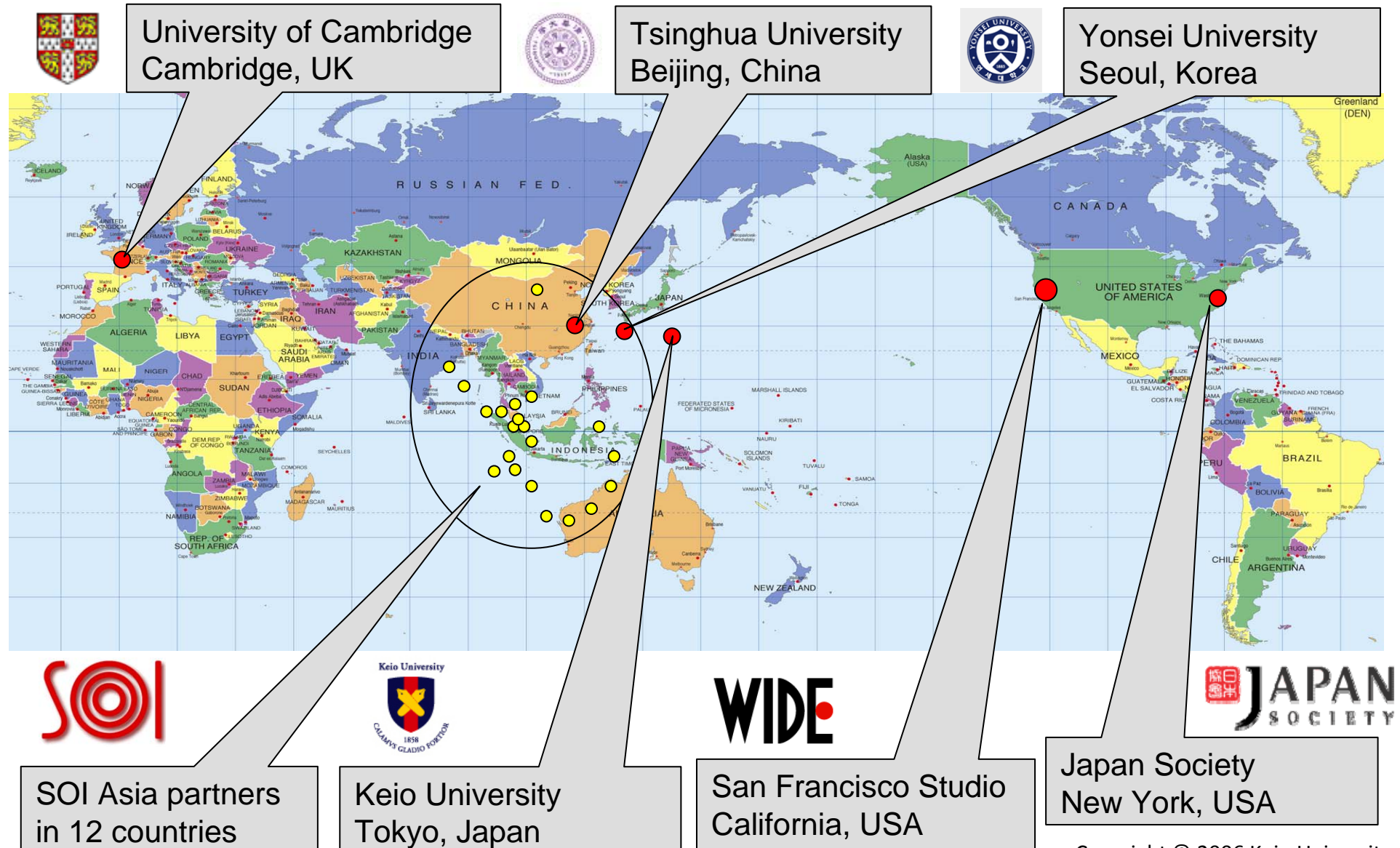
- IBM Japan, Ltd.
- KDDI Corp.
- Microsoft Corp.
- Ministry of Education, Culture, Sports, Science and Technology etc

# Operator Training for SOI Asia



Annual SOI Asia Operators Workshop  
(in 2005 at Brawijaya University, Indonesia, for the photo)

# Global Digital Studios (as of 2006)



# What are Global Digital Studios?

- Studios are:
  - ✓ **Standardized** digital communication **spots**
  - ✓ With high quality **digital video/audio** facilities
  - ✓ Located in **key places** for handling digital content
  - ✓ **Connected** to each other through a global digital network
  - ✓ **Shared** by diverse education and research communities
  - ✓ **Interoperable** since they adhere to the same standard
  - ✓ **Autonomously** operated by each partner
  - ✓ **Registered** as shared resources among partners.
- Partner institutions can:
  - ✓ Make use of **any/all registered studios** for any convenient occasion through **very simple procedures**.



# Examples of Self-operated Global Digital Studios

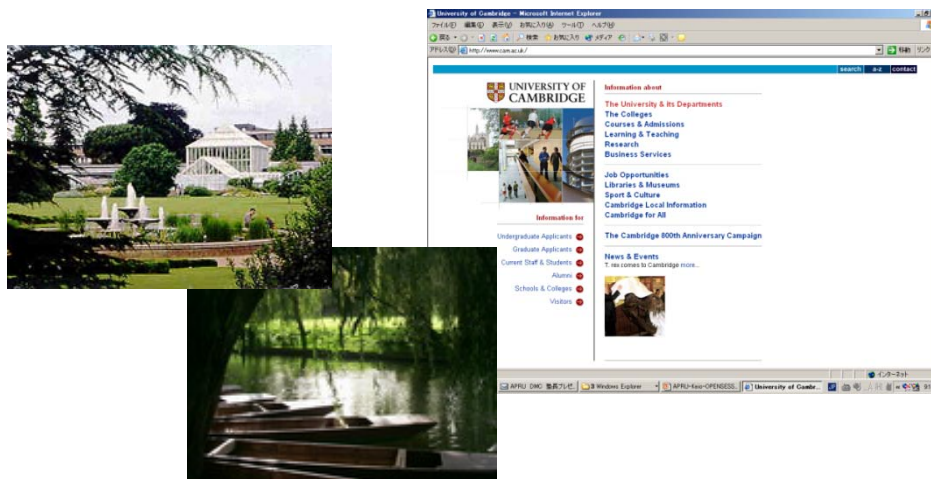
## Studio at Tsinghua University



## Studio at Yonsei University



## Studio at University of Cambridge



## Studio at Japan Society



# Studio at Keio University

- ✓ Location: Tokyo, Japan
- ✓ Operated by: Keio University
- ✓ DVTS and Polycom / Multipoint capable
- ✓ IPv4/IPv6
- ✓ Re-constructed in February 2006



# Global Digital Studios Provide Excellent Opportunities

## Creation and Distribution of Contextual Digital Content

✓ **Digital content with context**, such as real-time images, video clips, audio tapes, movie programs, animation programs, sport, music, performances, scientific experiments or other scenes, books, journals, reports or other edited pages of documents, a series of digitalized pictures or photographs, promotion videos for universities, industries, governments, and so on.

## Knowledge Sharing in the Global Community

✓ Contextual digital content could constitute an **enormous portion of our body of knowledge**, to be shared & used for many purposes in global & local communities.

## Research and Development

✓ How to create, store, send, distribute, share, retrieve, edit, use, & profit from contextual digital content in a global community is an **open & challenging issue** for R&D in media technology, human-machine interaction, knowledge handling, business management, financing, legal systems & others.

## Benefits for Society

✓ Industries for contextual digital content are generally **labor-intensive and/or cost-inefficient**; better technologies & management will produce greater benefits for society.

## Human Resources

✓ There are **very few professionals** in universities, industries or governments who can design and manage contextual digital content and its large-scale platforms. Thus, universities need to take a decisive role.

# Intellectual Property Rights and Standards related to Global Knowledge Sharing

## ✓ Copyright Protection & Promotion of Distribution

- ✓ Encouraging the improvement and clarification of contractual practices in business and academia
- ✓ Supporting the development of content protection schemes

## ✓ More control over copyright infringement

- ✓ Establishment of a legal framework for dealing with trans-border copyright infringements
- ✓ Stricter control over P2P-based infringements

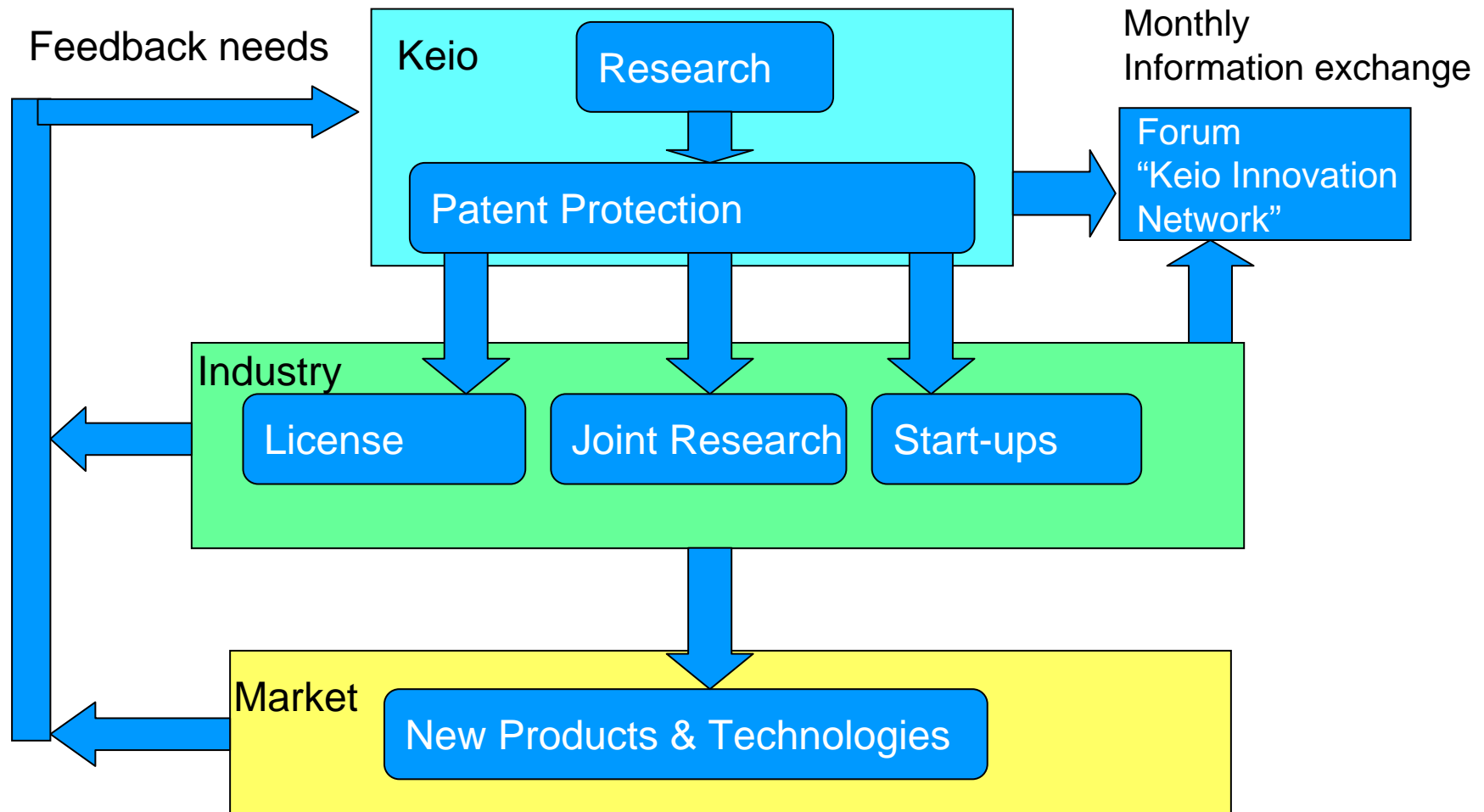
## ✓ Proactive efforts for international standardization

- ✓ Improving awareness of the importance of standardization, including training of standardization specialists
- ✓ Promoting collaborative research for the establishment of international standards

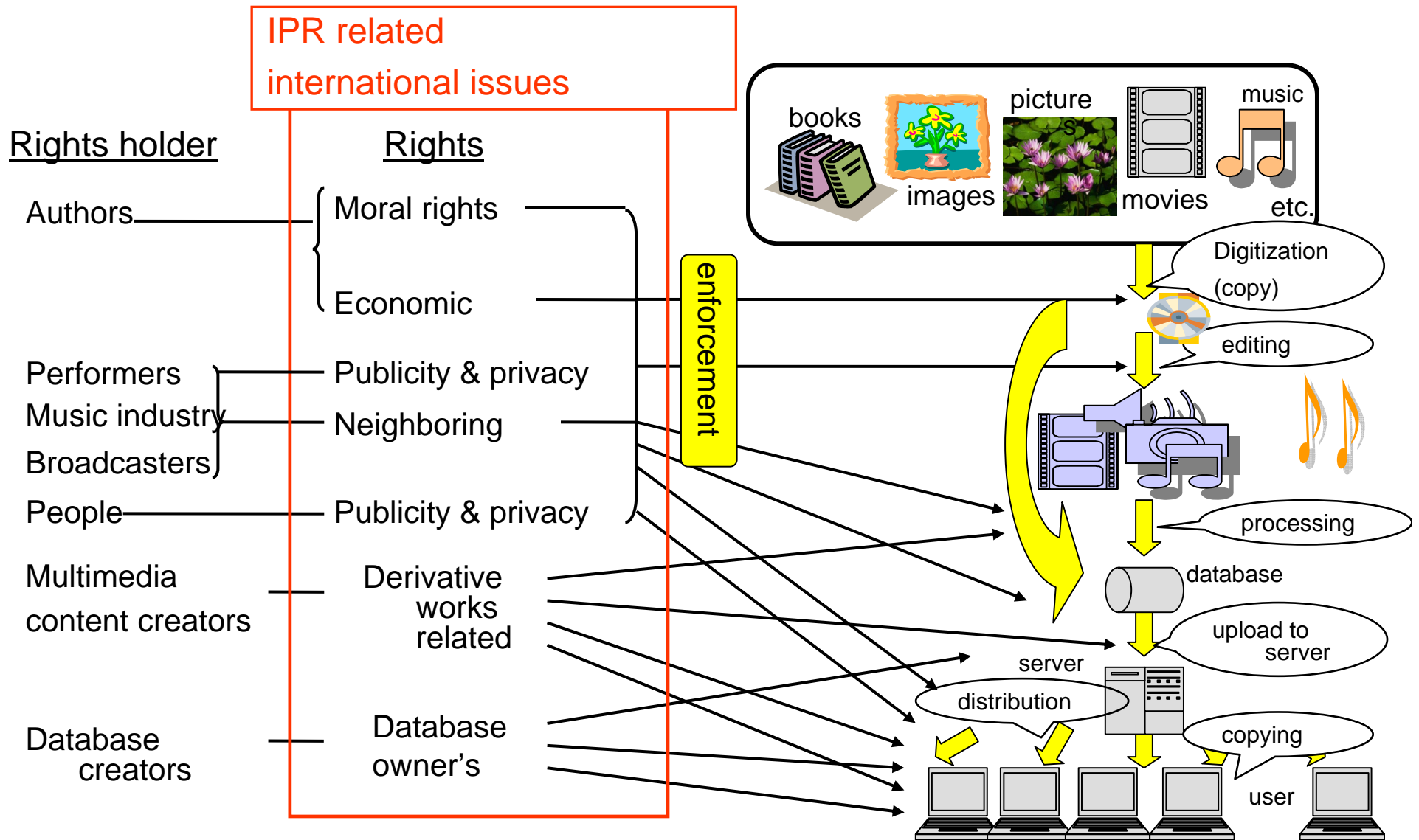


# Intellectual Property Center at Keio University

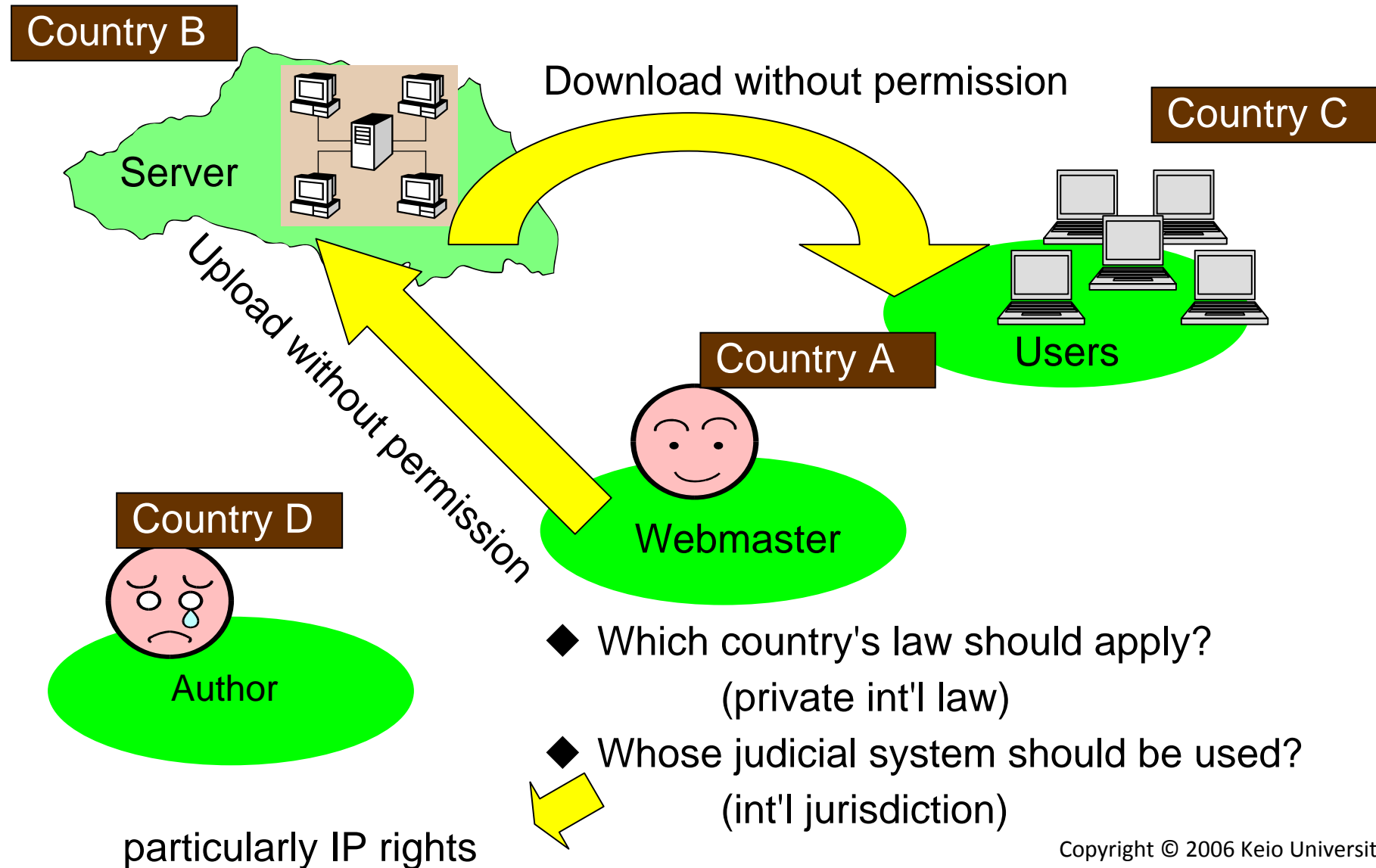
Key Mission: to convert “research results” to commercial products & technologies in order to disseminate Keio’s knowledge to the public



# IPR related International Issues



# IPR related International Issues: An Example



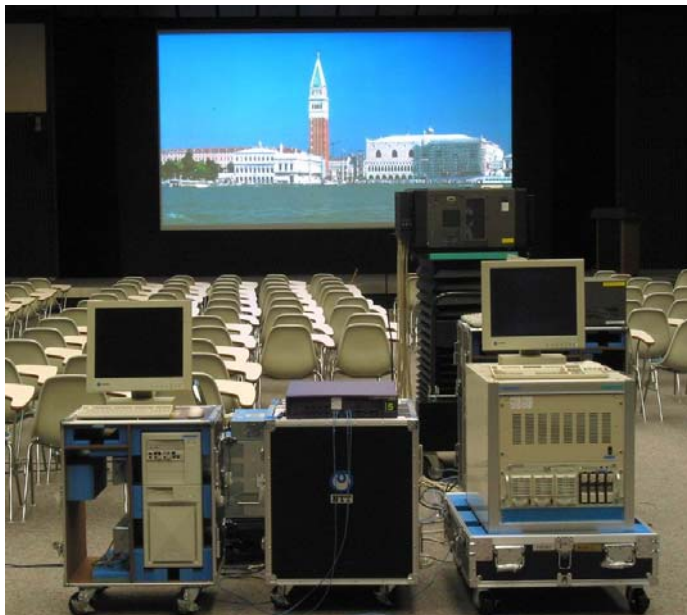
# Contribution to International Standardization: An Example

## Contribution to International Digital Cinema Standard

- ✓ Approved as an international standard by DCI (Digital Cinema Initiative)
- ✓ Newest system adopting JPEG2000
- ✓ Can deliver hi-res Digital Cinema imagery (3840x2048)



4K Digital Cinema  
“Birthday Cake”



creativePLANET community  
**digital cinema** United Entertainment Models **LIVE NAB** Get all of you

2-POP | Cinematographer | Digital Cinema | Design In Motion | Director's World | Editor's Net | Post Industry | VP |  
2-popHD.com | SonyMPEG-IMX.com | SonyUSACineAlta.com | SonyUSADVCAM.com

CPC Home

Article Search

Free Newsletter  
Name   
Email   
Zip   
☒ Text ☐ HTML

Free Subscription

Mediakit

Jobs

Forums

Send News to Editor  
cristina@creativeplanet.com

CPC Contact info

News

**D-Cinema's 2K to 4K Future**


By Sheigh Crabtree

Feb 10, 2003, 16:06 PST

RANCHO MIRAGE, Calif. -- High definition video may be television's rising star, but it doesn't have the right look for digital cinema. That's the consensus drawn by members of Digital Cinema Initiatives, originally dubbed NewCo Digital Cinema, the seven-studio consortium formed last May to set uniform technical specifications and define business models for deploying d-cinema systems.

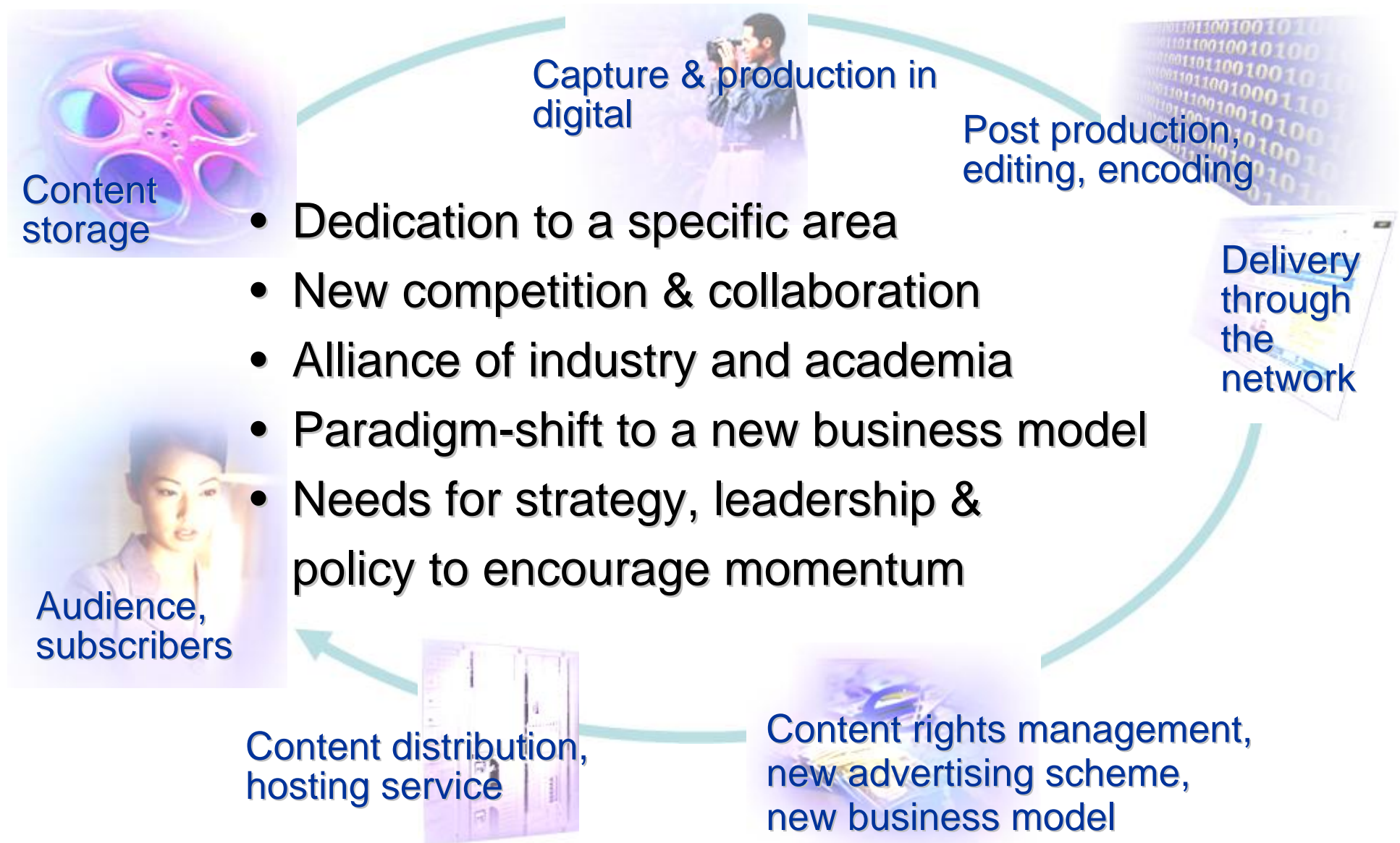
DCI's brief progress report on future specs -- which will ultimately influence the industry's digital cinema workflow, distribution and projection efforts -- was revealed during a panel at the Hollywood Post Alliance Technology Retreat on Saturday.

HRA d-cinema panelists (from left):  
Walt Orndway (Digital Cinema Initiatives);  
David Schuele (Dolby);  
Doug Darrow (Texas Instruments);  
Charles Swartz (USC's ETC);  
Charles Peyton (author);  
Glenn Kennel (Kodak).  
Click for large image





# Content Industries and Content Management Policy



# Content Industries and Content Management Policy

Different types of content go digital in different ways

## ✓Text and Picture

- ✓Text
- ✓Picture
- ✓Photo
- ✓2D- and 3D- graphics

## ✓Sound

- ✓Music
- ✓Speech
- ✓Lecture
- ✓e-Learning text

## ✓Motion Picture

- ✓Movie
- ✓Video
- ✓2D- and 3D-graphics
- ✓e-Learning Content
- ✓News
- ✓Drama
- ✓Animation

## ✓Multimedia Title

- ✓TV Game
- ✓Encyclopedia, Almanac
- ✓Virtual Environment

# Issues in Global Knowledge Sharing: Examples

- **Regulation against sending moving images** with pictures and sounds **for remote education**
- **Regulation against heavily repeated use** of commercial videos/films **for educational purposes**
- **Rapid shift to oligopolization** of copyrights and publication rights for academic products
- **Difficulty in cooperation** with content industries
- **Difficulty in coping with heavy load** to digitize paper and film products
- **Underdevelopment of secured global communication networks** with reasonable cost
- **Underdevelopment of international and domestic laws** for copyright, publication right, and distribution of information
- **Underdevelopment of protection systems** for information security
- **Difficulty in standardization** of formats and handling procedures for to-be-globally-shared materials
- Others

# Global Knowledge Sharing: Roles of E&R Institutions

Knowledge Source Model

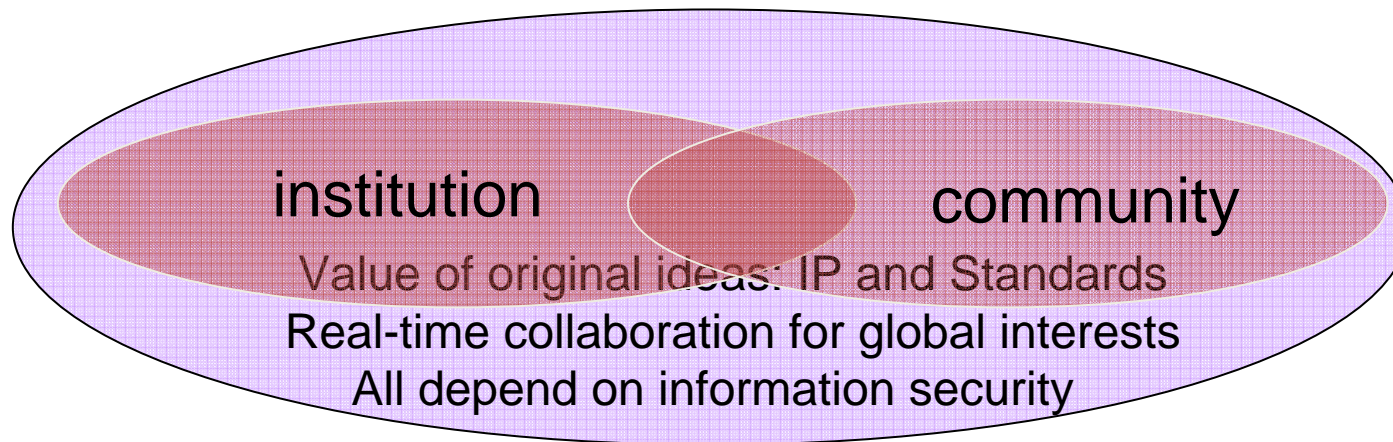
Institution as Source of Knowledge

Knowledge Interaction Model

Interaction of Institution and Community

Knowledge Globalization Model

Institution-Community Interaction in Knowledge-Sharing World



- ◆ Respect for Values of Originality and Creativity
- ◆ Nurturing Humans with Global Knowledge, Wisdom and Sincerity
- ◆ Globally Significant Academic Production and Archiving
- ◆ Social Innovation and Contribution to Global/Local Societies
- ◆ Collaboration for Solving Global/Local Issues