

Public Forum for ICT Research Grant

ICT Capacity Building @ USP
22nd May, 2003

Agenda of the Forum

- 1) *Welcome*
 - 2) Overview of Project, Grant Program,
and Research “ICT for socio-economic
development”
Ms. Maki Kato, Coordinator of the Project
 - 3) Actual Research Project
Dr. Esther Williams, Librarian, USP
- *ICT Research Grant and USP’s strategy
Professor Rajesh Chandra, Deputy Vice Chancellor, USP

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Overview of

- 1) Project
- 2) ICT Research Grant
- 3) Research “ICT for socio-
economic development”

Overview of

“ICT Capacity Building @ USP”



Overview

- Supported by JICA
- 3 years Project (July 2002 ~ June 2005)
- Estimated Cost F\$ 8M
- Project Purpose
 - “ *More students can receive improved education service through the enhanced IT capacity of USP.*”
- 3 Components
 - 1) Computing Science (CS)
 - 2) Distance and Flexible Learning (DFL)
 - 3) ICT Research and Training (ICT R & T)

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Experts

3 Long-term experts

- 1 Computing Science (CS) and Chief Advisor (Prof. Fujinobu Takahashi)
- 1 Distance and Flexible Learning (DFL) (Mr. Wade Miyagi)
- 1 IT research and Training (ICT R & T) and coordinator (Ms. Maki Kato)

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Brief explanation
of
each component

CS Component

CS component planning

- To nurture less experienced CS lecturers from member countries through on the job training and short/long term training in Japan
- To increase a variety of courses at Suva main campus both in face-to-face mode and through networks via satellite from Japan
- To develop model DFL CS courses and research the acquisition of courses with University Extension
- To enhance CS laboratories to utilize the latest software

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Some outputs

- 2 Reports
 - “ Mid and short term action plan for the USPNet Enhancement” towards IP based network
 - “ Computing Science Course Development by Distance and Flexible Learning Mode”
- 3 Lectures
 - IP based network, Linux courses

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Linux course implementation

- Lab enhancement
- Linux introductory short course by Prof. Takahashi in Sep and Oct 2002
- Red Hat Certificate Engineering Course in Feb 2003

One snapshot of Linux course





DFL Component

DFL component planning

- To educate staff who develop multimedia resources for DFL through on the job training and short/long term training in Japan
- To improve mechanism of the operational course development management system
- To develop model DFL courses
- To enhance and expand USPNet into Lautoka and Labasa centers

Workshop on Multimedia



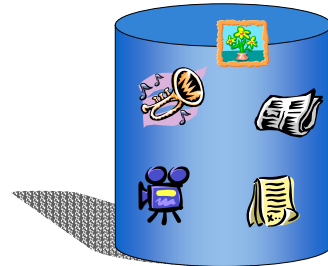
Demo of Multimedia developed at NIME



3D Computer Graphics

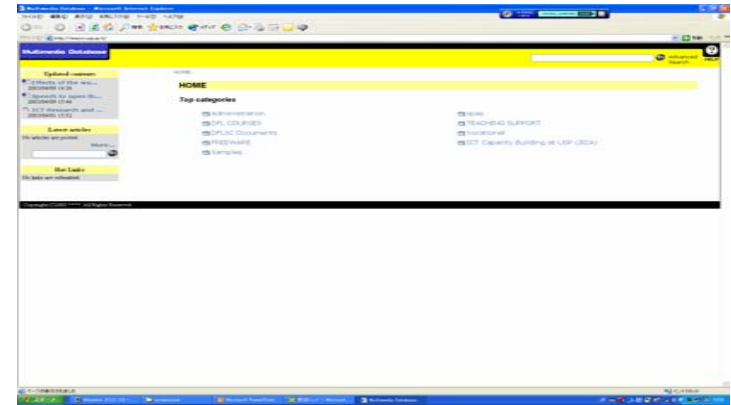
Multimedia material development

- Implementing MDB
- Creating streaming media presentations
 - Turning PowerPoint Presentations into web-based streaming media
- Digitization of already exiting audio and video tapes and encoding to streaming media format



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Multimedia material development



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ICT Research & Training

IT R & T planning (ICT for socio-economic development)

- To establish mechanism for research and short-term model training courses
- To conduct research to identify the training needs
- To implement the short-term model training courses

Evaluation of Computer Science Curriculum in Fiji Secondary School



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Evaluation of Computer Science Curriculum in Fiji Secondary School



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End of brief overview of the Project

Start of
Overview of ICT Research Grant

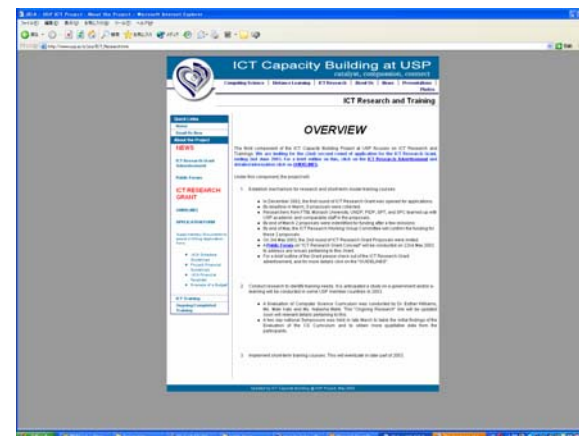
Overview of ICT Research Grant

- Objective : USP scholars capacity building
- Scope: Multidisciplinary research linking ICT for socio-economic development, welcome the collaborative research by USP scholars and other organization
- Screening and monitoring: USP Working Group
- Duration: May~March (less than a year)
- Budget: Maximum F\$ 40,000
- Current situation:
 - 1st round finish: 1 Pilot research is finalizing. 2 proposals are funded
 - 2nd round collection (Due date: 2nd June 2003)

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More information

http://www.usp.ac.fj/jica/ICT_Research.htm



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Overview of Research “ICT for socio-economic development”

F A Q

Q1: What is “ICT for socio-economic development”?

A1: E-something: e-learning, e-commerce, e-health, e-government, and so on.

➡ more explanation today

Q2: How can we find research topic and what should do after getting research questions?

➡ A2: Simple thing to do

A1: What is “ICT for socio-economic development”?

Phenomena in Society with ICT

~ *ICT triggers change*

- 1) Digital divide
- 2) Digital opportunity
- 3) Power shift (Paradigm shift)
- 4) Enhance other areas including R & D
- 5) Lifestyle change
- 6) Cultural impact and psychological impact
- 7) New crime and new law

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A2: How can we find research topic and what should do after getting research questions?

- Need not always be the Macro perspective

~“ICT in life”~

→ Start from sensing and observing in your daily life; “What is the problem?” “What do you want to know”

- Once you get research questions,



- Read earlier literature; any articles in the web, book and journal from library
- Consider the possibility of team research

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ICT in life
and
possible research topic

Story for “Planning trip”

Start of the
story

Plan to go for a vacation



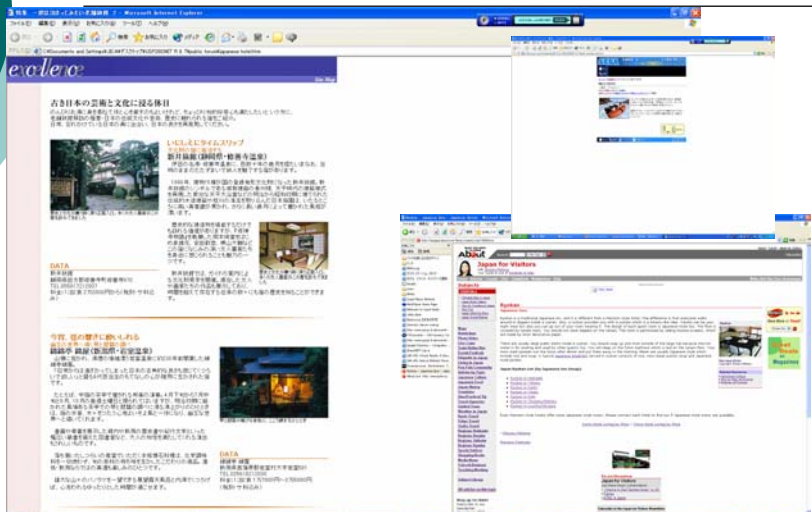
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Net Search about destination



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Results



Decide the destination



- Some choice of the flight company
- Cost- Safety comparison



Find interesting news article

THE
Fiji Times
THE FIRST NEWSPAPER PUBLISHED IN THE WORLD ISLAND

BBC WORLD SERVICE.com

One customer was not satisfied of XXX airlines service and wrote it in his Web page. He got more than .M access a day, and TV and newspaper reported that issue. Stock of XXX airlines fallen down more than 10 % quickly.

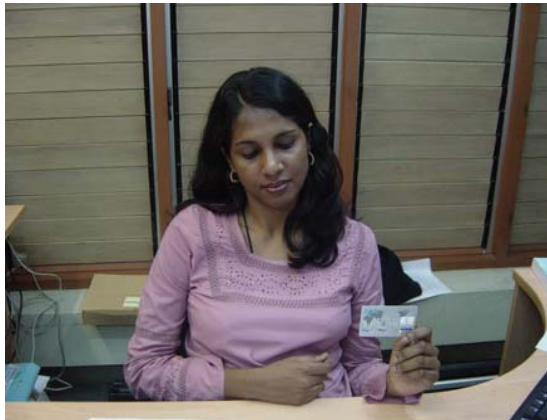
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National Native Title Tribunal

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Of course, YES



Collect more info through Web

- Latest information from other travelers such as reasonable restaurant, place to go, comments to travel guide recommendation, and so on.
- Discount ticket for domestic tour
- E-learning course by university- Japanese modernization and its impact to global community



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Send e-mail to friends



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Counting down the holidays under demanding supervisor



End of the
Story

Linkage of the story to “ICT for socio-economic development”

- 1) Digital divide
- 2) Digital opportunity
- 3) Power shift (Paradigm shift)
- 4) Enhance other areas including R & D
- 5) Lifestyle change
- 6) Cultural impact and psychological impact
- 7) New crime and new law

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Notice

- 1) Simplified with exception
- 2) Interrelated each other
- 3) Context in advanced ICT society such as Japan or US
- 4) Possibility but not guarantee
- 5) Little value (good/but, like/dislike), describe phenomena

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1) Digital divide



1) Digital divide

Access to Online Shopping (Credit Card), Internet (Telephone), Computer (hardware and electricity), Education (literacy)
Basic human needs.

Target group: Disabled, disadvantaged or minority of gender, age, education, race and ethnicity (socio-economic class), geography (rural and urban)

“Rich become richer and poor become poorer.”

2) Digital opportunity

- More educational opportunity: E-learning course and the latest information
- Business opportunity: new business, .com, Small and medium sized enterprises (SMEs)
Example: Small hotels with 10 rooms can appear to world.



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3) Power shift (Paradigm shift)



WORLD SERVICE.com

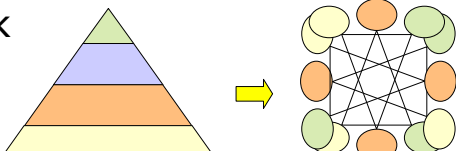
One customer was not satisfied of XXX airlines service and wrote it in his Web page. He got more than .M access a day, and TV and newspaper reported that issue. Stock of XXX airlines fallen down more than 10 % quickly.



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3) Power shift (Paradigm shift)

- From traditional power holder to grassroots: more publishing opportunity for people (Public voice, information disclosure, etc)
- “School classroom setting”: From teacher to learner: more resource for learner
- Organizational structure: Pyramid to flat/network



4) Enhance other areas including R & D

- Science and technology enhancement such as huge data calculation of astronomy or bio database
- More industry efficiency such as ATM and e-banking
example: booking flight through Internet



5) Lifestyle change (towards “ubiquitous society”)



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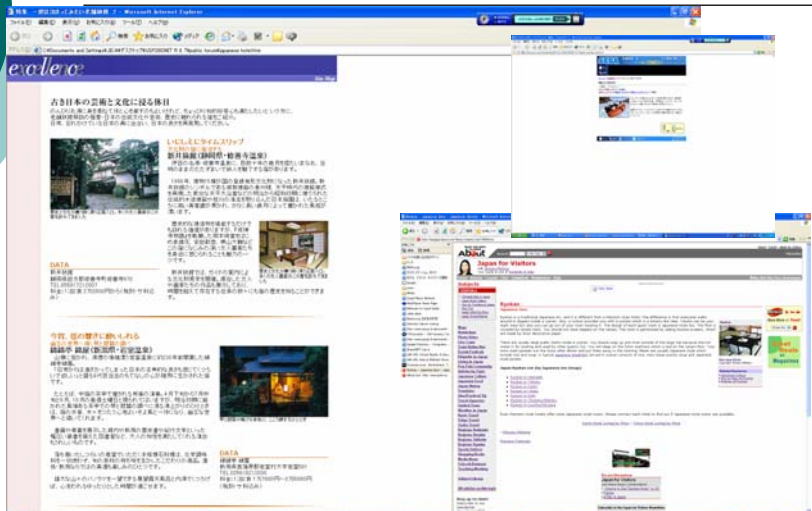
5) Lifestyle change (towards “ubiquitous society”)

- More entertainment: CD and DVD to Net music and Net movie (file exchange), new games
- Easy communication: Mobile phone usage, e-mail, Internet-phone



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6) Cultural impact



6) Psychological impact



6) Cultural impact and psychological impact

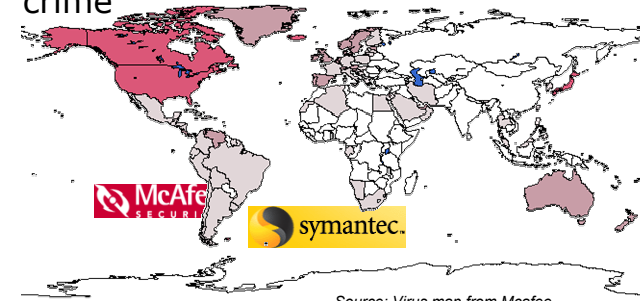
- Cultural: English (US) dominant, male dominant?
- Psychological: virtual reality and simulation



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7) New crime and new law

- Network security: Hacking, Virus attack, Copy and property right, Privacy protection, Pornography, netiquette literacy
- New Law: new concept to deal with new crime



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ICT for socio-economic development

- Observe and sense in your life
- What is the problem in the life and what do you want to know?

Once you get research questions,

- Read earlier literature; any articles in the web, book and journal from library
 - Usually, literature exists maybe in different contexts
- Consider the possibility of team research
 - Research topic: "How could ICT be used in the rural area of the Pacific"

Experts: Community development or Social science, ICT specialists,



End of Overview