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A proposal for a Post-Pandemic Educational Paradigm to Improve the sustainability of a global learner community consisting of learners with different time zones, spaces, cultures, and languages

In response to the global issues surrounding SDGs and rapid changes in the global and social environments, it is necessary for future generations to develop skills to build consensus on solutions and strategies in terms of global-level discussions and negotiations for their own benefits. Education for the future bears such mission to raise such citizens. On the other hands, the traditional practices in education has seen the handwriting on the wall in Post Pandemic era. Although the learner-centered active learning to nurture future skills through PBL in the agile way is the key to the future education, the traditional approach involves time-consuming processes and is not capable to respond to the needs for the rapidly and constantly changing values and decisions in the global society. Therefore, it is proposed in this paper that multi-ethnic communication to foster global negotiation be incorporated in the future education. With the advance of AI technologies, it is further proposed that human communication and negotiation are investigated in the light of data science incorporating physical as well as cyber learning data. In other words, it is an LLM approach to assist humans to make many decisions at a time in the long term. For example, when a disaster happens, a community must make multi-faceted decisions in a short time for saving lives, say, within 74 hours, and afterwards resilience of the community for a few months or years to come. In case of a disaster involving many global communities, human decision making capabilities are limited and cannot cope with multifaceted decision making processes in a short time.

This research is an attempt to build an AI to support humans to make decisions in multifaceted problems among global citizens with diverse values for the benefit of the future global society. It is an AI assisted decision making process in the course of problem-solving learning.

As a first step in our research, we will start from the academic field focusing on the consensus building mechanism of the university students, i.e., young adults. It is curious how young global learners with different time zones spaces, cultures, languages and values can reach consensus at the global level. Based on the negotiation model by Roger Fisher and the cultural diversity model by Richard Lewis, global consensus method is proposed.

As a beginning stage of our research, goals here are two-fold:

[1] To standardize authentic learning content items toward a proposal (learning objectives) that everyone can agree on.

[2] To calculate and realize the degree of contribution of learners in collaborative activities both in real space and online, i.e., virtual learning space using cyber physical systems.

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