Keywords: Knowledge Modeling, Knowledge Discovery, Customer Relationship Management, Data Mining.

R & D

Monday October 29th 2007, 14:00-16:00

CHAIRS: Kumiko MIYAZAKI
Discussants: Kazuhiko Hasegawa and Mohamed Ayadi

MI 4 – Monday, October 29th 2007, 14:35-15:50

Professional Competencies and HRD Model for Marine Managers

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This paper proposes a research project consists of two project phase to develop a competency list and Human Resource Development Model for the manager works at coastal region. Phase I of the project is to explore and specify the competencies (professional behavioral characteristics) common to marine managers involved in a broad spectrum of marine management at coastal facilities, and to create a general measure for analyzing such competencies. To do this, the specific tasks will include: [1] creating a list of hypothetical competencies through a literature survey based on preexisting research; [2] validating these competencies by conducting an interview survey of expert researchers and actual high-performing managers at coastal facilities based on the created list; and [3] developing a reliable competency measure by conducting a questionnaire survey targeting a wide range of coastal facility managers. The objective of phase II is to establish a comprehensive marine manager’s development program based on the competency map created in phase I. The objective of phase II (the third and fourth years) is to establish a comprehensive marine manager’s development program based on the competency map created in phase I. To do this, the following specific tasks will be discussed: [1] creating a competency map combining organizations and job elements with competencies; [2] planning a comprehensive development program combining practical elements such as OJT and internships, so as to help managers apply and convert professional knowledge into competencies useful in the field; and [3] receiving feedback on this plan from expert researchers and actual coastal facility managers to enhance the effectiveness of the plan.

R&D Uncertainty

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[Abstract unavailable]

MI 6 – Monday, October 29th 2007, 15:25-15:50

What is Global Architecture? Should technology be used for development or future ruins?

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Technology has changed our life very conveniently. We can harvest wheats and vegetables averagely even if the climate itself is altering year by year. We can go to a far place in a short time by airplane, trains, cars or by ships. We can get almost anything even in midnight at convenience stores... Buildings, highways and bridges are the elements or units of our modern life infrastructure. These days, many problems come out. Heat island or climate change problems, (waste) water problem, energy problem, population problems etc. etc. How should we change our mind? Do kids in Tahiti need Nintendo?

Global architecture is a new concept. In this paper, I would like to introduce this new educational and research area, which will be of great importance to save our planet.