The rapid technological developments of the past decade made the World Economic Forum to mark this era as the “Fourth Industrial Revolution”, characterized by “a range of new technologies that are fusing the physical, digital and biological worlds”. The changes caused by the “Fourth Industrial Revolution” will have a profound impact on social, economic and political systems.

The availability of innovative technologies and their immense power, created new spaces where conflicts take place, as well as new tools and platforms that could be utilized in conflict resolution. In a growing multicultural and technologically connected world, there is a need to use innovative thinking and new tools to promote cooperation and coexistence.

In this highly innovative workshop, students will learn about technologies such as: artificial intelligence, Internet of Things, 3D Printing, virtual reality and how to apply them in international conflict resolution processes.
1. **New actors and new conflicts**: An introductory session to technological developments of the past decade and the new conflict arising due to the entry of tech giants (Facebook, Google, Apple, Amazon and Microsoft) as powerful actors in the political, economic and social systems. In addition, students will learn about the causes for the occurrence of conflicts on the virtual dimension through sociological, psychological, economic and legal perspectives.

2. **People-to-People dialogue over social media platforms**

The presence of most of the world's population on social media platforms (such as Facebook and WhatsApp) has created new opportunities to the conduct of “Track 3”-people-to-people dialogue. Students will experience online dialogue and learn how to design and implement a dialogue project between groups in conflict using Facebook and WhatsApp groups.

3. **Managing conflicts online**

Using conflict resolution principles and methodologies to educate against the spread of “fake news” and other online conflicts.

4. **Conflict resolution through “Things”**

The sharp growth in numbers of smart objects through the “Internet of things” technology, as well as the prospects for massive use of 3D printing and drones is due change the way humans interact with objects. This session will explore the impact of things on conflict resolution through design, interaction and operation. Students will learn about the principles of a 3D printing, drones and Internet of Things technologies and discuss ways in which objects could project empathy, understanding and encourage conflict resolution.

5. **Artificial intelligence and virtual reality in conflict resolution**

Learning how to apply AI and VR in conflict resolution processes.

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### Course Goals

To learn a framework and skills that will assist the students that will work as conflict resolution professionals

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### Grading

Final project presented in groups

Pass/Fail grade

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### Learning Outcomes
The students will learn the following:

- Conducting mediation and facilitation using technological platforms and applications such as social media platforms – Facebook and WhatsApp
- Understanding the role of new actors (big Tech companies) in conflict resolution processes.
- Using conflict resolution principles in addressing online conflicts such as: disinformation, incitement, hate speech and more.
- Understanding of potential uses of 3D printing, artificial intelligence and virtual reality in conflict resolution
- Designing innovative conflict resolution projects and initiatives

Lecturer Office Hours
By appointment

Tutor Office Hours
None

Teaching Assistant
None

Additional Notes
The workshop is very engaging and practical. It requires active participation in class discussions and activities

Reading List
There is no mandatory reading in this workshop. Suggested articles will posted on the course website