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Manufacturing Sino -Egyptian Commune as Smart Hackathon Project of Advertisement and Distributing Animation Products for Graduated Youth

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Abstract

The Sino-Egyptian smart Hackathon commune project is to endorse Dr./ Dina Ali Mohammed El-Besomey, the Primary founder & pioneer& leader (with 100%) For a post-doctoral mission under the mission Call 2022-2023. The purpose of the post-doctoral mission is applying Sino -Egyptian commune project of advertisement and distributing animation products for graduated youth. The importance of the mission is this Applied study for Future Chinese –Egyptian Electronic Education vision 2020 - 2030). This project is as scientific mission of my post- PHD. This project focuses on the contemporary Chinese animation industry, especially The Role of Demography in the Distribution of Advertising Animation Products via the Experience of Chinese Communes with smart hackathon and how to apply it in Egypt. As the Demography of Advertising Animation Products via Chinese Communes, and the impact of them on the contemporary Chinese industry. Also, on another hand explain that many of the Egyptian animation companies suffer from such problems as the production reduction, the expensive costs, to produce animation films with high quality, so Chinese and Egyptian companies should be concentred with the post- production stage to achieve profits. So, I suggest to build this project in Damanhour,El-Behira Government, Egypt. And there is a discussion with El-Behira Government where it will be build and distribute Demography This Sino-Egyptian commune project in Damanhour, and also distribute Advertising Animation Products to the output of this project in his first stage to build one Sino-Egyptian commune to distribute his Advertising Animation Products, like: video tapes, DVD, video games, posters, stickers,

comics, magazine, school tools, toys, electronic games, children clothes, masks, and interior designs.[1]

Keywords: Manufacturing Sino Egyptian commune -smart Hackathon project - advertisement –distributing animation products - graduated youth-Manga-Anime-Multimedia-Computer Graphic–Computer Animation

Introduction

The purpose of the post-doctoral mission is applying Sino -Egyptian commune project of advertisement and distributing animation products for graduated youth. The importance of the mission is this Applied study for Future Chinese –Egyptian Electronic Education vision 2030 - 2020). This research is as scientific mission of my post- PHD.

This project focuses on the contemporary Chinese animation industry, especially The Role of Demography in the Distribution of Advertising Animation Products via the Experience of Chinese Communes. As the Demography of Advertising Animation Products via Chinese Communes, and the impact of them on the contemporary Chinese industry. Also, on another hand explain that many of the animation companies suffer from such as the production reduction, the expensive costs, to produce animation films with high quality, so Chinese and Egyptian companies concentred with the post- production stage to profit.

There is the summary for the present purposes of many years' research goals and strategies, incorporating the following axes of the research plan:

This project focuses on the recent and latest technology of Asian manga & anime production via multimedia at the Asian tigers' countries (south East Asia) like: (Japan-China-Korea).and how to utilize from that to develop the Asian animation production vs. the international market. And it discusses Asian animation at different fields of multimedia, like: the prints as journals, magazine, manga and other terminology of Asian prints :(Tankōbon, Aizō-ban, Kanzenban, Sōshūhen, Bunko-ban, Waido-ban, and Shinsō-ban. This explained the meaning of them in this research. Also, there is other field of multi-media like: cinema which called in Japanese "Doga", TV, internet and the wide spread of webtoons, mobile, tablet, iPad...Etc. this is depending on two important factors, including the following:

[1] This research is introduced as worksheet to publish my post- PHD researches in EJMS (European Journal of Multidisciplinary Studies) for the 27rd International Conference on Multidisciplinary Studies (ICMS XXVII – Brussels): "Recent Ideas and Research", organized at the venue of Brussels college, Excelsiorlaan 59, 1930 Zaventem ,with co-operation European Centre for Science Education and Research. Revistia Publishing, 11 Portland Road, London, UK on 11-12 March 2022

The labor market Participates in skills' development and vocational & artificial & technical training of the mechanisms of Chinese animation industry with specialized educational institutions:

Computer graphics began in the animation education industry in China in the late of seventies and expanded considerably since the last ten years. Universities across the country are using computer graphics in her programs, in addition, there are training courses for students at universities, academic training and education centres in universities in China to get a university degree in animation and provide job opportunities and training seminars for teachers of computer graphics and researchers. They usually form part of the curriculum for a more general article (usually computer science). Also, many universities offer degrees in animation, design the illustration as well as cinema techniques. which helps professional life in that area.

Overview and Background

This is the National Project for manufacturing Sino - Egyptian Communes and distributing it Demography for sustainable development in Egypt as these are Distributing the Advertisement Animation Products and others. According to studding this project the contemporary Chinese & Egyptian animation industry vs. the international industry.

The roadmap of my many years in research of Asian animation industry especially Chinese and Japanese animation industry and also south east Asian -the Asian tiger countries- animation as North &south Korea, Philippine, Malaysia, Indonesia, sangfora as I participated at many Chinese- Egyptian conference, which held by Chinese and Egyptian centre at Helwan university and also, I published many researches in this field. So, I hope my national project of manufacturing Sino - Egyptian Communes and distributing it Demography for sustainable development in Egypt to be accessible for a relatively broad audience of academics. It will provide a clear and succinct picture of my short- and long-term programmatic project goals.

Creation the largest nursery for engineers and researchers in the world.

The reconstruction of the Chinese university education structure was one of the most important great achievements in the era of Deng, after the disaster that hit the Cultural Revolution. In 1970, the year of the setback was found in China 48000 university student, and this number rose up in 1997 to 3.2 million, and until 2000 to 5.6 million. in the era of Mao was the "Red loyalty" rather than efficiency is the deciding factor for accepting students in the university study during the seventies, but in the time of Deng, it has been approved the method of entrance examinations. The Chinese elite universities in Beijing, such as (Beida University) in Shanghai is considered by the quality of students - and to some extent the quality and competencies of the faculty staff. As china builds the largest nursery for engineers and scientific researchers in the world

Research importance

The importance of this project depends on the direct Distribution Demography of Advertising Animation Products via the sino-Egyptian Communes production vs. the international market. Also, the project supports the importance of post-production stage –this is puzzle solve at the Chinese and American animation industry to save job opportunities for international creative qualification designers, animators, Anime directors, and producers.

The project objectives

The roadmap of this project depending on many years of Chinese –Egyptian research is accessible to a relatively broad audience of academics. It will provide a clear and succinct picture of my short- and long-term programmatic research goals. There is the summary for the present purposes of my project goals, objectives and strategies, as the following:

The project study is determined in the Similarities and the differences of manufacturing the sino-Egyptian Communes to save job opportunities & achieve the profits for its companies

Recognized the Mechanisms of implementation & the technology of Asian manga &anime production via multimedia, like: the prints as journals, article magazine, cinema, TVs, web, mobile, all of that at china & America.

Utilize from the pioneer& creative ideas of the Chinese Animation production for developing the Egyptian animation industry technical& produce via publishing& marketing &distribution locally and regionally vs. the international market.

Studding how the Dumping of the Chinese animation products will be increased the ten coming years, like: movies, series on dvd, school tools, electronic games, toys the markets of Egypt, Middle East, Arab World, European & international market in this period and the necessity of Address it.

Research problem

The problem of Research determine in Manufacturing Sino -Egyptian commune as smart Hackathon project of advertisement and distributing animation products For graduated youth and how to utilize from the technology of Asian manga &anime production via multimedia at the Asian tigers countries(south east Asia)like: (Japan-China-Korea) for developing the Asian animation production vs. the international market. And supporting the technology of Asian manga &anime production via multimedia ,like: the prints as journals ,article magazine ,cinema ,TVs, web ,mobile, all of that at the Asian tigers countries (south east Asia), especially (japan-china-Korea) and the pioneer& creative ideas of developing the Asian animation production vs. the international market. And how the importance of post-production stage –this is disappearing stage at the Egyptian animation industry, and the results of saving job

opportunities for international creative qualification designers, animators, Anime directors, and producers.

Research methodology: *Applied & futurism Study*

Research limits:

The place limits: Egypt and China

The time limits : from 2022 to the future 2099

The terminology of the project plan

The concept of Chinese communes

The **people's commune** (Chinese: 人民公社) was the highest of three administrative levels in rural areas of the People's Republic of China during the period from 1958 to 1983, until they were replaced by townships. Communes, the largest collective units, were divided in turn into production brigades and production teams. The communes had governmental, political, and economic functions during the Cultural Revolution. The people's commune was commonly known for collectivizing living and working practices, especially during the Great Leap Forward. The scale of the commune and its ability to extract income from the rural population enabled commune administrations to invest in large-scale mechanization, infrastructure, and industrial projects. The communes did not, however, meet many of their long-term goals, such as facilitating the construction of socialism in the rural areas, liberating women from housework, and creating sustainable agriculture practices in the countryside. They ranged in number from 50,000 to 90,000.

Communes began as amalgamations of collective farms; but, in contrast to the collectives, which had been engaged exclusively in agricultural activities, the communes were to become *multipurpose organizations for the direction of local government and the management of all economic and social activity.* Mao tse-tung said, in 1958, that the commune "includes industry, agriculture, culture, trade. Military affairs…include the people of all professions and trades…the people's commune is different in nature from the agricultural cooperative …referring to the urbanization of the countryside, the ruralisation of the cities, we imply that new changes have come to the society as a whole". This introduces the Chinese commune as a large comprehensive unit of social organization. Contrary to what many people have assumed, the commune in china has not replaced the family as the basic social unit, but it has given the peasant the sort of security he never knew in the past: the commune guarantees him food, clothes, fuel, funeral expenses, and education for his children. In order to understand the commune plays in china today, it is necessary to trace its origins in the struggle of the peasant to free himself from rural oppression.

What is the experience of Chinese commune?

The Chinese commune concept

This experience is creating products and their market according to his studies and marketing mechanisms through the instruction of communes (smart small sales shops) to distribute the product in demographic areas in accordance with the Urban Planning of the State and to study populated places in a target plan of the domestic market and also the government sponsors the street vendors not only During those communes, But in accordance with street vendors and some owners of crafts and services through supplying them these goods to sell and distribute them in those inhabiting places by people as well as outside the country to dump the global market as well as open market for them abroad via international exhibitions.

The Chinese Communes Mission in Cities

The mission of communities in cities, as explained by the Central Committee of the Communist Party of China to operate that:

As a tool to repair ancient cities and establish new socialist cities

A complete regulator of production, exchange, distribution, luxury, traders, students and soldiers in one format where government power and communes integrate into a single unit.

Due to the citizens of the cities and their business, the communes' cities should vary some of the organization and ownership of their countryside.

Chinese communes' role in Chinese animation industry

It is recently observed during the third millennium booming the animation industry in China, where China is a modern China's animation industry, therefore it proved to be a leading and Frequent Chinese industry despite the severe competition which it suffered from. Recent Statistics show that the Chinese people are more than six hundred million people, and china has turned into the most active animation markets in the world. And According to the universal Forum of Chinese Cultural Industries 2008 that:" the Chinese animation production in 2007 has been overshadowed a hundred thousand minutes on four national animation television channels, and 33 Republic channels. and Their audience is more than six hundred million people. This evolution of the high rate of viewing, resulting from the high rate of adult viewers. since 2005, new animations are tried to attract the new audience of ages ranging from 16 years and 30 years.

Chinese communes' role of Chinese animation industry requires:

Renovation and expansion of handicrafts to be basically for local industries

Distribution of Chinese communes' demography according to the current administrative division in China on The Basis of three levels: provinces, governments and suburbs

Hackathon history brief

On June 4, 1999, **Niels Provos** coined the work hackathon when OpenBSD organised a cryptographic development. In the event, around ten developers participated to develop the cryptographic software ensuring to stay under the regulations of the US for the software. There have been a number of hackathons devoted to improving government, and specifically to the cause of open government. One such event, in 2011, was hosted by the United States Congress. Starting in 2012, NASA has been annually hosting the International Space Apps Challenge.

In 2014, the British government and Hacker Nest ran Dementia Hack, the world's first hackathon dedicated to improving the lives of people living with dementia and their caregivers. The series continues in 2015, adding the Canadian government and Facebook as major sponsors. The Global Game Jam, the largest video game development hackathon. often includes optional requirements called 'diversifiers' that aim to promote game accessibility and other causes.

Van Hacks is an annual hackathon that is part of Vancouver Startup Week. The focus of the hackathon is creating solutions for local non-profit organizations from the Vancouver area over the course of 36 hours. VanHacks was created in 2016 by TTT Studios. In March 2020, numerous world-wide initiatives led by entrepreneurs and governmental representatives from European countries resulted in a series of anti-crisis hackathons Hack the Crisis, with first to happen in Estonia, followed up by Poland, Latvia, and Ukraine.

Hackathon Concept

The word hackathon is a portmanteau of the word's hacker, which means clever programmer, and marathon, an event marked by endurance.

The hackathon (also known as a hack day, hackfest, datathon or codefest; a portmanteau of hacking marathon) is a social coding event and a design sprint-like event, in which often computer programmers and others involved in software development, including graphic designers, interface designers, product managers, project managers, domain experts, others collaborate intensively on software projects, and other interested people together to improve upon or build a new software program.

Crypto hackathon Concept

Hackathon is a competition that is held for IT-specialists to find the most professional and widely prepared developers and to reward them

Hackathon project Concept

Hackathon is a type of programming marathon in which participants who are not professional developers attempt to build a new computer program during a fixed period of time. Programming events are often designed to create a specific programming project to work on, or the projects can be self-chosen

The Common Types of Hackathons

Coding Competition. Hackathon, by looking at this word which is "Hack" plus "Marathon", you can immediately link it with intensive coding competition. ...

- Datathon
- Hackathon
- Business Case Competition

The hackathon purpose and goal

Various hackathons have been held to improve city transit systems. Hackathons aimed at improvements to city local services are increasing, with one of the London Councils (Hackney) creating a number of successful local solutions with a two-day Hackney-thon. There have also been a number of hackathons devoted to improving education, including Education Hack Day and on a smaller scale, looking specifically at the challenges of field work-based geography education, the Field Studies Council hosted FSCHackday. Random Hacks of Kindness is another popular hackathon, devoted to disaster management and crisis response. The Port instead is a hackathon devoted to solving humanitarian, social and public interest challenges. It's hosted by CERN with partners from other non-governmental organizations such as ICRC and UNDP.

What is the experience of the Sino-Egyptian smart Hackathon commune project?

The Sino-Egyptian smart Hackathon commune project concept

This experience is creating products and their market according to his studies and marketing mechanisms through the instruction of communes (smart small sales shops) via **smart Hackathon** to create functioning software or hardware by the end of the event to distribute the product in demographic areas in accordance with the Urban Planning of the State and to study populated places in a target plan of the domestic market and also the government sponsors the street vendors not only During those communes, But in accordance with street vendors and some owners of crafts and services through supplying them these goods to sell and distribute them in those inhabiting places by people as well as outside the country to dump the global market as well as open market for them abroad via international exhibitions.

The Sino-Egyptian smart Hackathon commune project purpose and goal

The purpose and goal of The Sino-Egyptian smart Hackathon commune project is to create functioning software or hardware by the end of the event for the instruction of communes (smart small sales shops) to distribute the product in demographic areas in accordance with the Urban Planning of the State and to study populated places in a target plan of the domestic market and also the government sponsors the street vendors not only During those communes, But in accordance with street vendors and some owners of crafts and services. Hackathons tend to have a specific focus, which can include the programming language used, the operating system, an application, an API, or the subject and the demographic group of the programmers. In other cases, there is no restriction on the type of software being created.

The main axes of the project plan

The first axis: The impact of demographic planning on the Chinese& Egyptian animation industry

The second axis: study the concept of the experience of Chinese communes on advertising animation products and applied it in Egypt.

The third axis: Study of samples of the experiences of Chinese communists in the distribution of advertising animation products and the similar and different factors

The fourth axis: the development of artisanal industries related to advertising animation products

Fifth axis: study the Chinese & Egyptian media used to compete with the global animation industry.

Sixth axis: strategic marketing of the computer industry, graphics, Advertisement and animation products in the Chinese & Egyptian communes

Seventh axis: The role of the Chinese and Egyptian countries in the adoption of legislative and parliamentary decisions in support of the Chinese animation industry and attracting foreign investment to establish an information empire.

Technical output and Impact

Here we take the manga and its publications as a form of Asian print art and anime industry and distributing and producing it as new and different concepts of what we know in Egypt, our Arab societies in general, or even on the global analogues.by exploring the new in Asian Advertisement and print arts, especially Japanese and south east Asian- the Asian tigers countries- of print arts, which used for Advertising. At the end the project's results &recommendations, introducing experiments in which Japanese & Chinese Advertisement and print arts progressed the anime industry in china &Japan& Asia, they also progressed in Egypt. All of these products and more

produce and distribute in one place that is the aim of our project Sino-Egyptian communes.

There are two kinds of the technical output of this project and their Impacts

The first kind is the instruction of the Sino-Egyptian communes and distributing it demography. Its impact is Unemployment reduction and achieving profits for companies suffering the lack of production & profits, especially adapters, advertising, animations, entertainment and multimedia companies

The second kind is These publication Terminology of the advertisement animation products and its development of Asian experience artistic style

- Japanese Cartoons “TOBA-E"
- Chinese glypls
- Tankōbon単行本
- Aizō-ban愛蔵版
- Kanzenban完全版
- Sōshūhen総集編
- Bunko-ban文庫版
- Waido-banワイド版
- Shinsō-ban新装版
- the origin of the Japanese word manga and anime
- Manhua
- DOGA

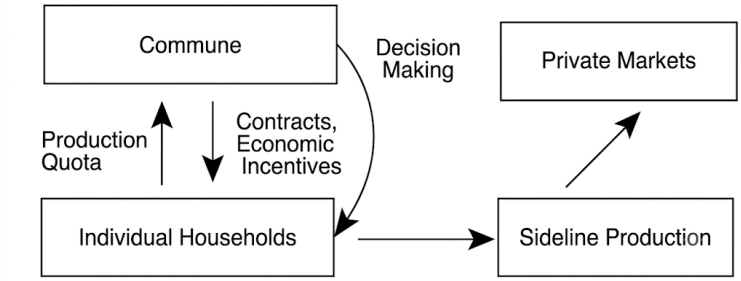
The impact of the second kind is Entering the Egyptian market, this new distinct quality of entertainment and educational works which develop artistic, creative and mental skills at different ages, especially children and teenagers. As The quality of the technical work is also characterized by the quality of technical and scientific content with the lack of production costs and a strong attraction for both children and teenagers and has a popular market and followed by all ages, that is making it appropriate and worthy to apply indeed in the Egyptian market.

First: The smart Hackathon



Shape (1) photography of TechCrunch Hackathon

Second: The people's communes illustration drawings



Shape (2) the graph of the instruction process of Chinese communes



Shape (3) the Chinese communes illustration drawings



Shape (4) the Chinese communes illustration drawings

Third: The Products of the post-production stage of Chinese animation



Shape (5) Products of the post-production stage of the movie The Goat and the Great Witch

Results & Discussions

Expected Project Outcomes and Impact

This project is exploring the new in contemporary Chinese animation technology and its stages. At the end the project's results & recommendations, introducing experiments in which could be progressed this industry in china & Egypt.

Transferred technology, innovation and creativity between Egypt, china, and America will make us up-to-date with the latest innovations all over the world to get develop and progress ourselves.

The exchange of technological Experience and scientific Missions will increase the coming twenty years between all sides of Egypt, japan, china, especially at the field of the technology of manga& anime production.

The impact of the technology of manga& anime production will increase and reflect on the Egyptian animation industry.

The Egyptian animation industry should be up-to-date with the latest version of Asian computer graphic and animation, also with the recent events in Asian cinema, multimedia and animation industry to develop the global industry.

Animation film has many stages to produce, start with idea, storyboard, design characters and backgrounds, animation, inking, coloring, composing, and Montage & Mixage. finally, its ended with production stage, but there is an important stage which called "After production stage ,"the problem solving, why some animation companies didn't achieve a good profit and loss. This stage depended on animation products, like :video tapes, DVD, video games, posters, stickers, comics, magazine, school tools, toys, electronic games, children's clothes, masks, and interior designs.

It's possible, the post-production stage achieves high profit for special companies, so the Egyptian government should support the Egyptian animation as national industry, which has the same case in china, so we should utilize from the Chinese experiment by comparing it with local Egyptian market, the role of government to give the Egyptian animation industry a percent from the national income, which will return with more profits in the country national income

Probably the ten coming years will be increased the Dumping of the Asian animation products, like: movies, series on dvd, school tools, electronic games, toys the markets of Middle East ,Arab World ,European & international market in this period and the necessity of Address it

Transferred technology, innovation and creativity between Egypt, china, and America will make us up-to-date with the latest innovations all over the world to get develop and progress ourselves.

The necessity of exiting Computer & Network Engineers, Programmers developer of Graphic& computer animation software at the teamwork of animation & video games with computer to create private programs, applications, and multimedia for every studio to make Egyptian national industry at this field, like the Asian& international industry of cinema, computer graphic, video games.

Egyptian companies of programming & developing video games should have the opportunity to make animation and video games with the national characters.

The necessity of using multimedia technology in education &tourism and hologram documentary to express about Egyptian Encyclopedic civilization, like: the scene of ancient Egyptian civilization as the pyramids, sphinx, opened area templates, the attractive view of its beaches as what happened in china.

We must put the value of belonging to the homeland in our children to protect the Egyptian identity in Egyptian animation, and to establish customs and traditions and Egyptian values as Gateway of transforming from local to global.

Conclusion

Finally, the research's results & recommendations, introducing new experiment in which could be progressed this industry in Egypt.

For the Financial feasibility, I suggest to build this project in Damanhour, El-Behira Government, Egypt. And there is a discussion with El-Behira Government where it will be build and distribute Demography This Sino-Egyptian commune project in Damanhour, and also distribute Advertising Animation Products to the output of this project in his first stage to build one Sino-Egyptian commune to distribute his Advertising Animation Products, like: video tapes, DVD ,video games, posters ,stickers ,comics ,magazine ,school tools, toys, electronic games, children clothes ,masks ,and interior designs.

And the Socio-economic Impact and Sustainability of this project idea depends on what many of the animation companies suffer from such as the production reduction ,the expensive costs ,to produce animation films with high quality ,which requested particular composer & script writer deal well with the ages introduced to her this animation ,also the quality of technology ,professional director, so there must be a solution to produce succeeding animation with its nationality ,which children love it and grow up their thoughts &sense , get them delighted ,with positive ideas and experiments .as the animation industry & each other nationality industries needs to profit to go on their way . And how this project help to employ graduated youth especially youth graduated from fine arts faculties& applied arts faculties. And so, on institution supporting arts.

So, the instruction of the Sino-Egyptian communes and distributing it demography. Its impact is Unemployment reduction and achieving profits for companies suffering

the lack of production & profits, especially adapters, advertising, animations, entertainment and multimedia companies. And this project achieves Sustainability and increasing the national income.

The impact of this project is Entering the Egyptian market, this new distinct quality of entertainment and educational works which develop artistic, creative and mental skills at different ages, especially children and teenagers. As The quality of the technical work is also characterized by the quality of technical and scientific content with the lack of production costs and a strong attraction for both children and teenagers and has a popular market and followed by all ages, that is making it appropriate and worthy to apply indeed in the Egyptian market

This project advertises and distributes the new of Asian Technology of Animation, The styles, features and prosperities of animation films. As Asian animation was sorted according to its subjects and techniques (2d) & (3d). Also, the tools which uses in the Japanese manga &anime& Korean manhua (which mean the Korean web comics) & sino-motion- the Chinese style of animation can be designed manually and digitally. Also, this project advertises and distributes the new of manga and anime computer graphic and computer animation software which uses in in the manga &anime& manhua

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