

# *Research on the Construction of a Lifelong Learning Interactive Platform for All the People*

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**Abstract:** In order to solve the pain points of the continuity and the whole process of lifelong learning, we integrate all resources and seek the integration channels of lifelong learning for the government, family, industry, school, students and other relevant parties, so that lifelong learning can become an uninterrupted and continuous recording behavior and help everyone grow in the whole life cycle. Through the combing and analysis of lifelong learning related materials, the experience summary method and exploratory research method are used to explore. Through systematic analysis, based on lifelong learning, Internet, Integration sharing, All the people, the whole domain, full coverage and other elements, the interactive platform model of lifelong learning for all people is constructed, and modules such as student number credit management center, Teacher development center, Industry support center, Quality control center, Evaluation and consultation center, and Compatibility center are established. Through the function of the platform, lifelong learning will become a way of life, and everyone will fall in love with learning and maximize the significance and value of lifelong learning because of the benefits of learning.

## 1. Introduction

Paul Lengrand first proposed the concept of lifelong education at the UNESCO International Conference on Adult Education in 1965. Later, through continuous development, it has become an important topic of global concern, and has made fruitful work. Lifelong learning has reached a consensus in the international community, and the positive changes brought about with the impact of COVID-19 on lifestyle and learning style have provided a better foundation and conditions for lifelong learning. Through the construction of the interactive platform for lifelong learning, it can provide systematic solutions for lifelong learning, integrate all resources, and make learning more efficient and high quality. Lifelong learning is an important topic of global education, I as a lifelong learner, always in the education industry for the concept of lifelong learning, and in continuing education and lifelong learning made a certain attempt and exploration, with the advent of the outbreak era, online and offline integration of learning has become the norm, people increasingly realize that lifelong learning is a kind of comprehensive, inclusive and all door learning method,

become the foundation of social sustainable future [1], Provide a more diversified choice for the form of learning, from the United Nations to various countries all pay high attention to it. On the basis of investigation, research and practice, I innovated my thinking and proposed to build an interactive platform for lifelong learning for all the people to effectively support the needs of lifelong learning for all the people.

## **2. Materials and Methods**

### **2.1. Material Combing**

Through sorting and analyzing relevant materials such as policy documents on lifelong learning, the promotion of lifelong learning in various countries, and practical experience in the education industry.

### **2.2. Experience Summary Method and Exploratory Research Method**

This paper summarizes and analyzes the pain points of lifelong learning encountered in my practical experience in the education industry to find out the existing problems, and further analyzes and explores the sorted materials to seek solutions, so as to guide the construction of a lifelong learning interactive platform for all the people, so as to find a better way for lifelong learning.

## **3. Current Development Status**

In September 2015, the UN Headquarters officially adopted the 2030 Agenda for Sustainable Development [2], Goal 4 to ensure inclusive and equitable quality education and ensure lifelong learning opportunities for all, education and lifelong learning are an important driver of sustainable development. In 2022, UNESCO Institute for Lifelong Learning released the Making Lifelong Learning a Reality: a Handbook [3]. The manual provides a wealth of international experience used to promote lifelong learning at the national and local levels. In the Internet age, the micro-credentials [4]. The new explorations and attempts in the fields of global lifelong learning have been supported and promoted by countries around the world. At the same time, it provides strong support for lifelong learning through the establishment of an organization and the formulation of planning. For example, in 2009, the Center for Sustainable Development (SEA-CLLSD) was established in the Philippines, which played a great role in promoting the practice and promotion of lifelong learning in Southeast Asia. The Chinese Government issued the Implementation Plan for Accelerating the Modernization of Education (2018-2022) [5]. It pointed out that we should speed up the construction of a lifelong learning system, strengthen the construction of laws and regulations for lifelong learning, build a lifelong learning overpass for all, communicate education at all levels, connect all kinds of learning results, accelerate the development of community education and education for the elderly, and further promote the construction of learning organizations and learning cities. At the same time, various parts of China are using the Internet to explore lifelong learning, credit banking and other aspects, explore digital transformation, and lead the innovation of lifelong education governance [6]. It has obtained some successful experience, which provides a reference for the interactive platform of lifelong learning for all the people.

## 4. Existing Problems

### 4.1. The Dimension of Lifelong Learning is Incomplete

Lifelong learning mainly focuses on the dimension of non- academic education, and the whole process dimension from preschool, primary school, middle school, high school, university to society is relatively scattered. There are faults in the system of lifelong learning, and the social service dimension covered by universities is not fully opened.

### 4.2. Insufficient Breadth of System Integration

The existing system integration is mainly aimed at a certain stage, and each stage is relatively perfect, but there is still a gap in the integration of lifelong learning systems around the whole life cycle, and the development degree is quite different in different countries.

### 4.3. Lack of Depth of Resource Sharing

The lack of continuity and compatibility between existing systems can easily lead to data island and repeated construction. In each stage, systems and platforms are built independently, which increases the operation cost and difficulty invisibly. There are obstacles to the coherence and penetration of information, and there is a "fragmentation" of platforms [7].

### 4.4. Insufficient Development and Innovation of the Mode

At present, many platforms are designed to provide resources for platform development. For lifelong learning, continuous learning record and accumulation is a key requirement. It is necessary to make full use of Internet thinking and mode to meet the interactive needs of lifelong learning for all.

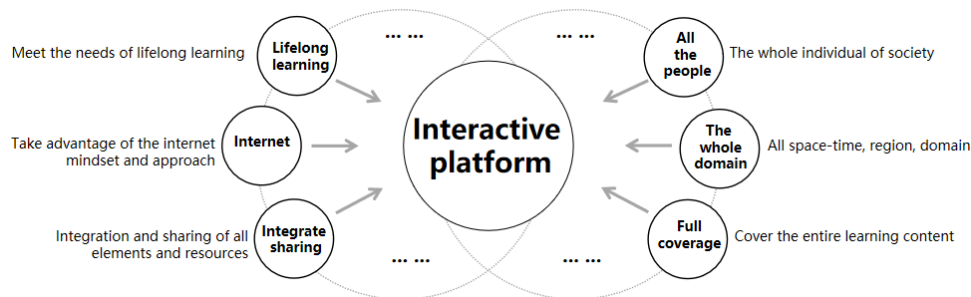


Figure 1: Model construction diagram of the lifelong learning interactive platform for all the people.

## 5. Build Platform Solutions

Build an interactive platform for lifelong learning for all. The concept of "interactive platform +" is built (Figure 1). In addition to the six elements of lifelong learning, Internet, integration and sharing, universal, whole region and full coverage, it can also be iterated according to the needs. This platform is an open platform, which can be continuously enriched and improved according to the development process of lifelong learning.

Lifelong learning is the foundation of an interactive platform, and to deeply grasp the full meaning of lifelong learning (throughout life, in-depth learning, including a wide range of locations and learning models) [8]. To meet the needs of all kinds of lifelong learning, take care of the interests of all parties, the government through the platform for lifelong learning strategy, schools

through the platform to improve management efficiency and education teaching quality, family through the platform to build family education atmosphere, enterprises through the platform to participate in talent training, institutions through the platform integration and sharing resources. Internet technology and thinking are the technical support of the interactive platform. Lifelong learning for all should rely on online education [9]. In terms of platform construction, we must adapt to the trend of the Internet era. With the advent of the post-epidemic era and the big data era, it provides a greater platform and space for lifelong learning. It is necessary to make full use of Internet thinking and ways, so as to make learning more targeted and valuable. Integration and sharing is the resource support of the interactive platform. The platform involves the integration of total elements and resources. It requires the government to take the lead and the participation of all parties. Only the existing system in each learning stage should be integrated to form an overall platform, integrate data and information, and share all resources, which is the continuity and systematization of lifelong learning. All the people are the audience of the interactive platform. Lifelong learning is a learning method for the whole people and a strong guarantee for educational equity. Every citizen can get the opportunity to learn knowledge on the platform, provide free learning resources and paid learning resources according to the needs of the audience, and choose independently according to the learning needs. The whole domain is the time and space of the interactive platform. Lifelong learning needs to take into account various space, time and fields. Through big data technology, the published content, the reviewed inner tube and the used content can be completed under different conditions. There is no technical barrier in operation, making the interaction simple and occurring at any time. Full coverage is the content of the interactive platform. The lifelong learning platform is open. In addition to using the open resources on the platform, learners can also release their learning needs through the platform and customize personalized learning areas. Everyone can become a content provider, learning and sharing, as long as the content is created based on the rules of the platform, to meet the learning requirements of learners. The construction of lifelong learning interactive platform for all the people covers the whole process of early education, preschool education (kindergarten education, parenting education), school education (primary, middle, high school and university education, including innovation and entrepreneurship education, social practice and innovation, vocational skills training, etc.), and social education (pre-service training and in-service learning). To build an interactive platform for lifelong credits, integrate the all-factor resources of government, industry, enterprise, school and family, realize personalized and modular customized development, and initially build six centers (Figure 2), meeting the basic resource coordination and management requirements of lifelong learning.

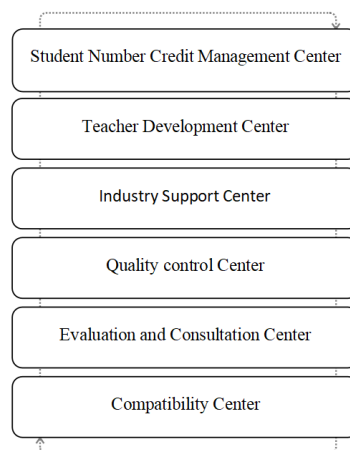


Figure 2: Construction module diagram of the lifelong learning interactive platform for all the people

### **Module 1: Student Number Credit Management Center.**

Modules set based on the characteristics of the whole life cycle of lifelong learning. Including student number management and credit management. The student number is registered by real name, and the only student number and student number are obtained for life. According to their own needs, the family group, school group, collective group, interest group, etc., are set up to carry out comprehensive management and group study. According to the number of students to give the corresponding credits, credits lifetime system. More resources are connected to the platform, and credit can exchange resources within the platform. For example, the credit of the elders in the family group can be transformed into the limited resources of the younger generation; the points within the group can be combined for resource interaction. Use the platform development system to get straight and receive credit; if you study in the system outside the platform or on the offline platform, you can provide the learning certificate and enter the corresponding credits after the platform verification.

### **Module 2: Teacher Development Center.**

Module for future development based on teacher development needs. The first is to build a quality teacher database, according to the online course user activities, to determine the quality of the teachers to be added to the database, and put forward key suggestions. A certain proportion of teachers will be selected to report to offline activities on the platform or recommended to national and global activities such as Lifelong Education Week. The second is to build an offline platform, where units can provide free micro-classes for teachers to record online courses. At the same time, it can support the establishment of offline teacher development centers and provide construction guidance according to the needs of units. Third, the construction of teaching materials (monographs), and the publishing house.

Access to the platform, cooperate with teachers in the database of high-quality teachers, publish self-compiled textbooks (monographs, contact offline book sellers, sell textbooks, and sign on-site books according to the influence of monographs. The platform participates in revenue sharing. The fourth is to build courses. After teachers register, they can upload their recorded courses to the platform. The first week after uploading the course will be free to registered users. After one week, the courses will be graded based on the number of users. For those with learning records, the payment standard will be determined according to the activity level, and the platform will participate in the revenue sharing.

### **Module 3: Industry Support Center.**

Future development module based on industry needs. Denmark and France key workplace learning as a national lifelong learning strategy is clear [10], So workplace-based industry support is particularly important for lifelong learning. From the perspective of training, according to the industry needs to carry out a comprehensive training and learning. Adjust the training content and method in time according to the matching degree of individual end and industry end. From a personal perspective, students can timely test their learning effect on the platform, and match and evaluate the needs of the industry, timely understand the needs of the industry and their own learning deficiencies, and timely adjust the learning progress. From the perspective of the industry end, the platform can timely check the training effect of the students, intervene in advance according to the needs of the industry, communicate with the prospective students, and implement precise training.

### **Module 4: Quality Control Center.**

Forward development module based on culture quality and operational quality. First, to establish the quality monitoring of teachers, we need to expand the attention of tracking of the development of educational teachers [8], comprehensively monitor teacher experience, satisfaction, retention rate, career development and teaching evaluation. Second, the establishment of education and teaching

quality monitoring, from the enrollment, education and teaching, student management, innovation and entrepreneurship, employment, employer feedback and other aspects of comprehensive monitoring. Third, the establishment of operation quality monitoring, from the student experience, satisfaction, food safety, partner feedback and other aspects of comprehensive monitoring. Fourth, the establishment of administrative service quality monitoring, focusing on performance indicators, teachers and students feedback, work efficiency and other aspects of comprehensive monitoring.

**Module 5: Evaluation and Consultation Center.**

Future development module based on school diagnostic assessment. With the popularity of smartphones, social networks and software development, new assessment models are opening up new horizons [11]. The interactive platform should use big data technology to evaluate and consult in four steps. The first step is the field investigation. The platform arranges the project team to enter the school and conduct a comprehensive investigation. The second step is the consultation and diagnosis. The project team will carry out special diagnosis according to the investigation situation, establish a diagnosis system, carry out data analysis through big data technology, submit the consultation and diagnosis report, and propose solutions. The third step is to return visit and feedback. According to the schedule of the solution, the project team will return to the school for return visit and on-site guidance, and provide in-depth feedback on the effect of the solution. The fourth step is the recommendation of experts. The platform recommends evaluation experts to schools according to the consulting report and the needs of the school. Representatives of the project team of the platform and evaluation experts enter the school at the same time to provide follow-up services, update the data and information in the platform simultaneously, conduct timely evaluation through the updated data, and provide the most scientific evaluation and consultation.

**Module 6: Compatibility Center.**

Forward development module based on the diverse learning needs of the lifelong learning process. All parties can find their own values and interests on the platform, encourage people to pursue lifelong learning [12], build personalized content, and interact on the platform. They can become learners or content providers on the platform, and all parties can form a community of interests.

## 6. Conclusion

Lifelong learning is a learning method accompanying the whole process of a person's life cycle. By building an interactive platform for lifelong learning for all the people, learning can become a way of recording growth, and greater value can be generated in different stages of life because of the accumulated content of learning. Lifelong learning not only makes everyone become the beneficiary of learning, but also makes everyone become the beneficiary of learning. More so that everyone can become knowledge sharing and creators. Through research and development, there will be some difficulty in resource integration in the process of platform construction, which requires the government to take the lead, allocate and guide resources and policies, integrate resources from all aspects of society, and take some time to build. From a long-term perspective, lifelong learning is the trend of the times, so we should break the traditional learning thinking and learn according to the needs of our life growth. Every period of learning will be recognized. Timely recording and feedback will be provided on the platform. The accumulation of recognition will effectively help my growth and success. Under the influence of the platform, lifelong learning will become a way of life. Everyone will fall in love with learning and benefit from learning, which is also the significance and value of lifelong learning.

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