

Expertise Management



an human-oriented, brain-inspired approach

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October 26, 2012

Introduction

Knowledge Management (KM) comprises a range of strategies and practices used in an organization to identify, create, represent, distribute, and enable adoption of insights and experiences.

Source wikipedia: knowledge management

Know how: Expert skill, information, or body of knowledge that (1) imparts an ability to cause a desired result, (2) is not readily available, and is (3) outside the public domain.

Source BusinessDictionary.com: know how

The "purpose" of human memory is to use past events to guide future actions: the basic idea of the Memory Prediction Framework

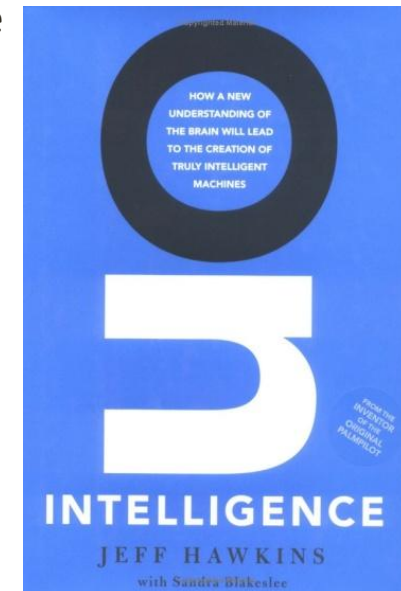
Short term/working memory

- Reasoning, decision making, 7 ± 2 slots

Long term memory

- Explicit/declarative memory (*knowing what*)
 - Semantic memory (concepts & facts), episodic memory
- Implicit memory (*knowing how*)
 - Skills, tasks, conditioning

We want to capture both *knowing what* and *knowing how* knowledge



Managing expertise

Soft System Methodology

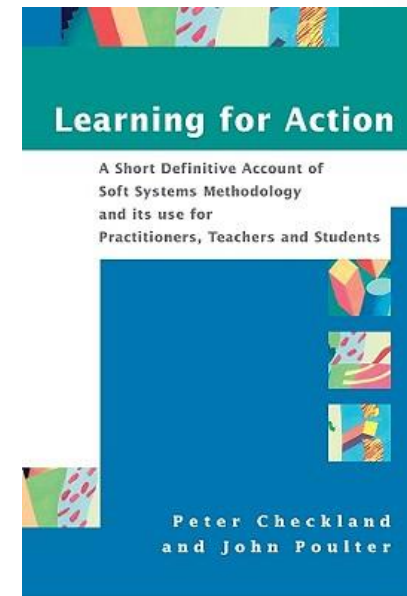
- System theory
- Action research

Basic philosophy

- We are living in a complex society with “messy” situations that can be improved somehow
- People want to act purposefully according to their worldviews
- Approach
 - First, explicate these individual worldviews
 - Next, discuss and debate
 - Finally, take action to improve a situation

Expertise Management Method

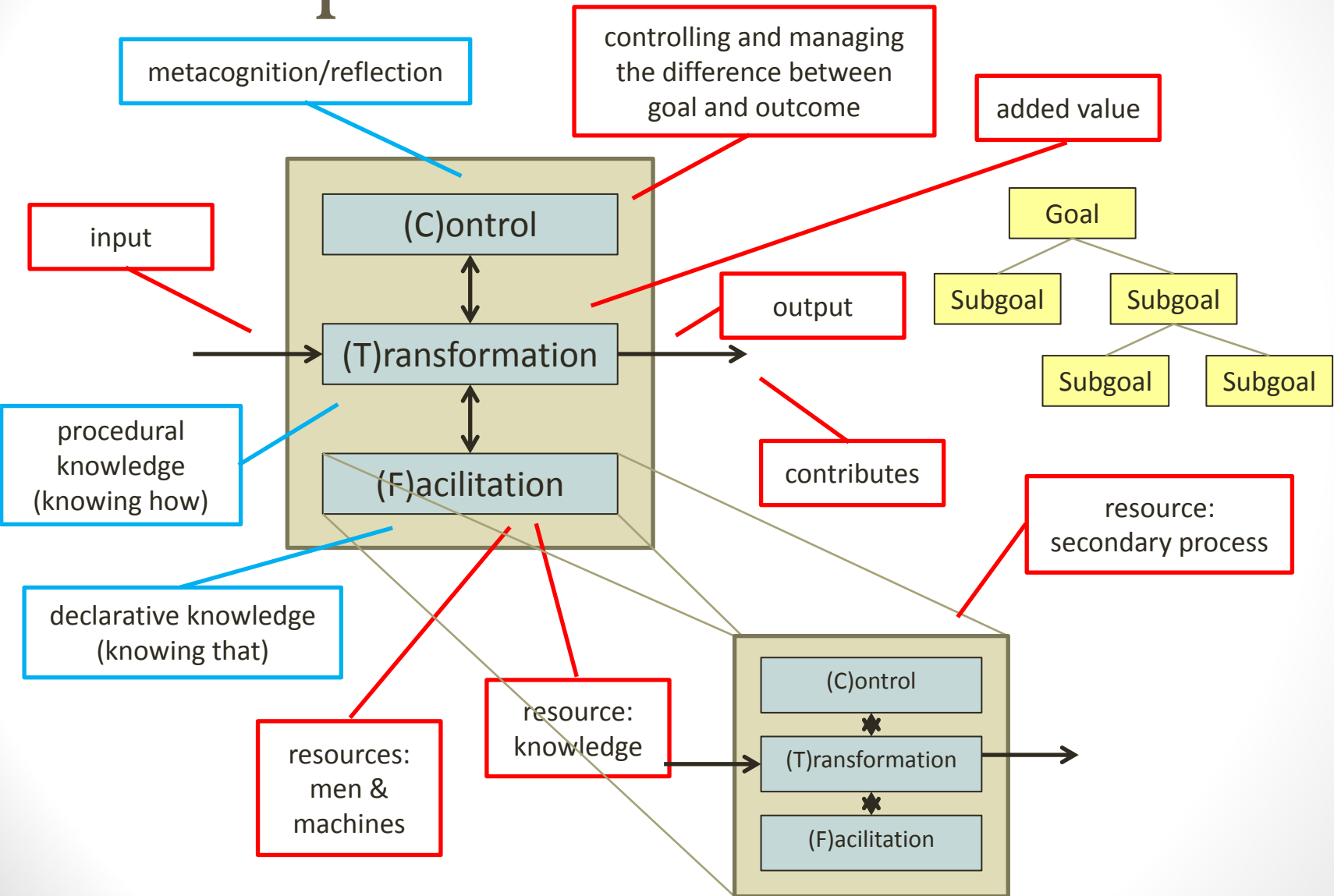
- In search of (not yet discovered) good and bad practices, by valuing and sharing insights
- In essence, this is a group learning process



Expertise Management Ontology (EM_{ont})

- Mimicking long-term memory
- It is no expert system:
 - it is up to the users to reason about the captured knowledge (working and short term memory functions)
 - The process of sharing and valuating expertise – i.e., group learning – is grounded in SSM (transferring expertise to long term memory)
- Features:
 - Capturing both “knowing that” and “knowing how” knowledge
 - Flexible building block approach
 - Making use of standards:
 - User Requirement Notation (URN)
 - Simple Knowledge Organization System (SKOS)

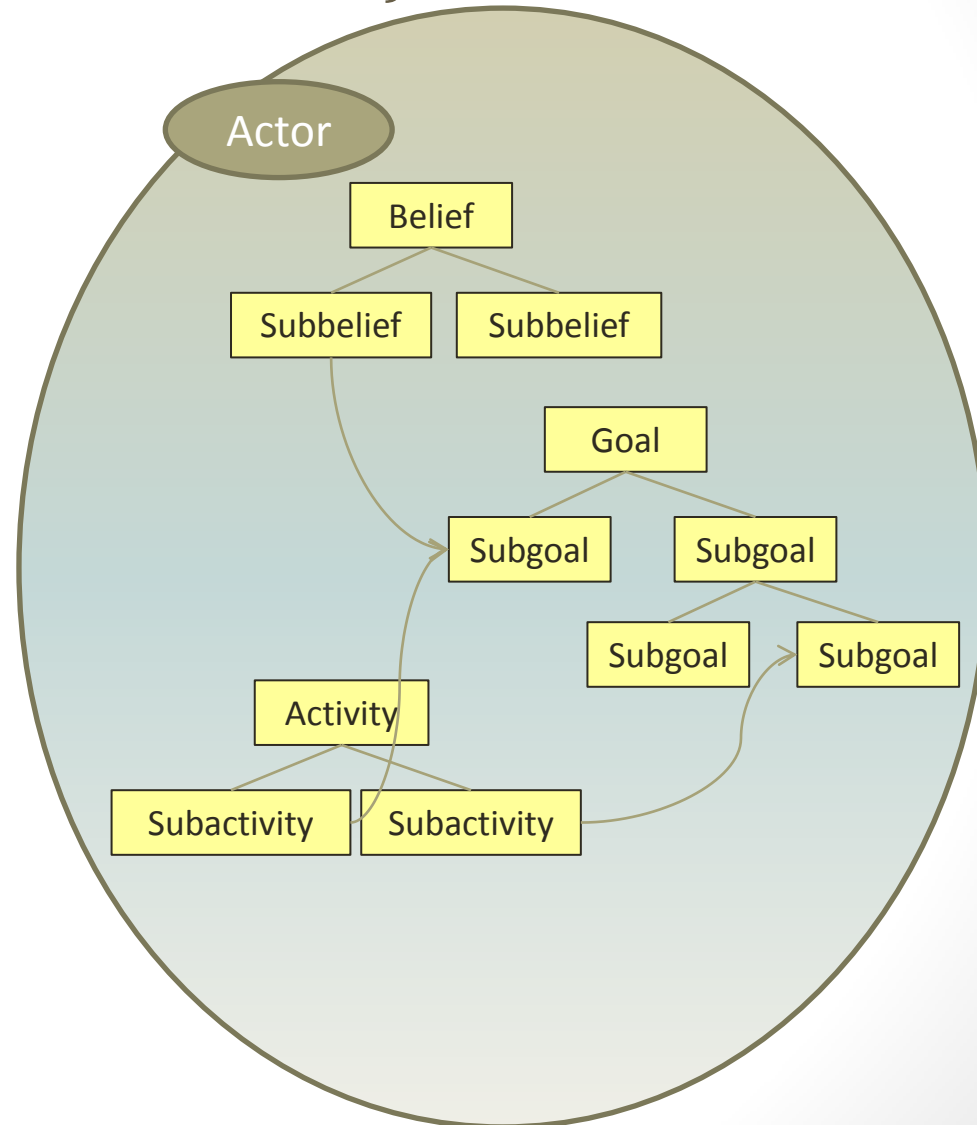
Conceptual model: CTF blocks



Contexts

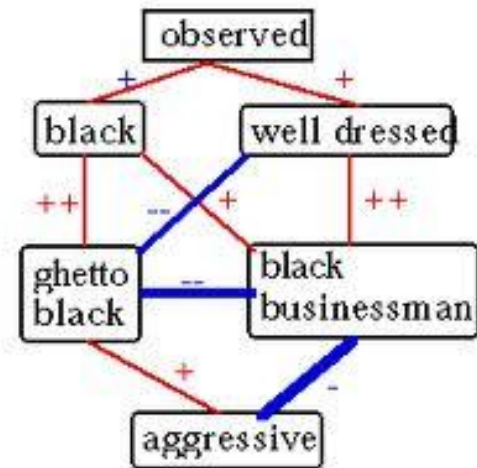
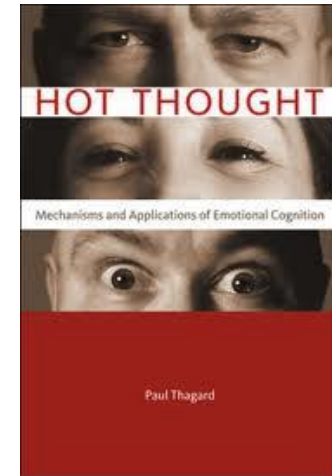
(based on User Requirement Notation)

- Knowledge is context-dependent
- What is in a context?
 - The worldview of an *actor*
 - *Beliefs* (starting conditions)
 - *Goals*
 - *Activities* for achieving goals
 - Relationships: *contributes*, *depends*, *decomposes*.



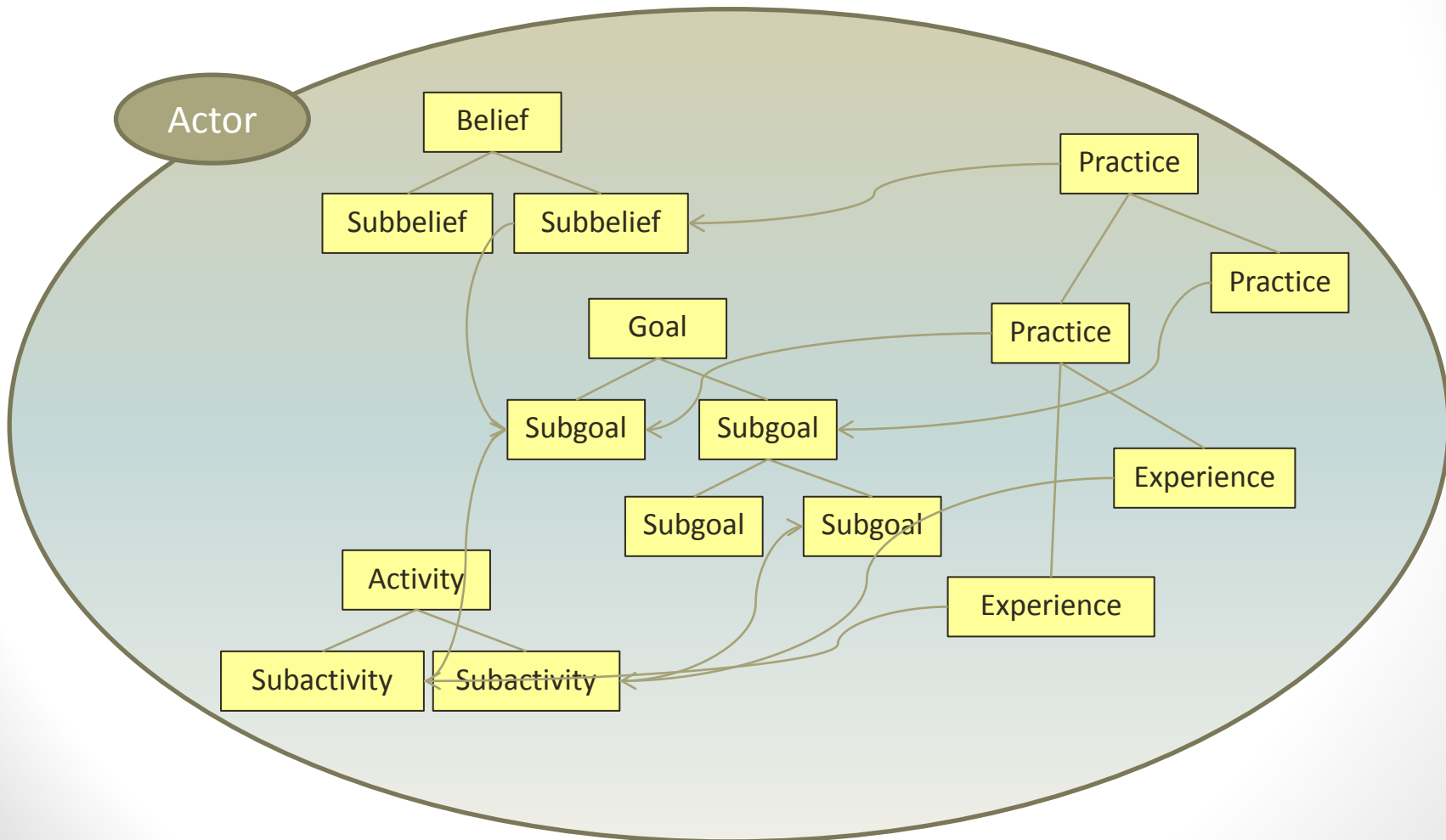
Cognitive coherence

- Thagard proposes that many cognitive functions, including perception, analogy, explanation, decision-making, planning etc., can be understood as a form of (maximum) coherence computation.
- The model posits that coherence operates over a set of representational elements (e.g., beliefs, goals, emotions, etc.) which can either fit together (cohere) or resist fitting together (incohere)



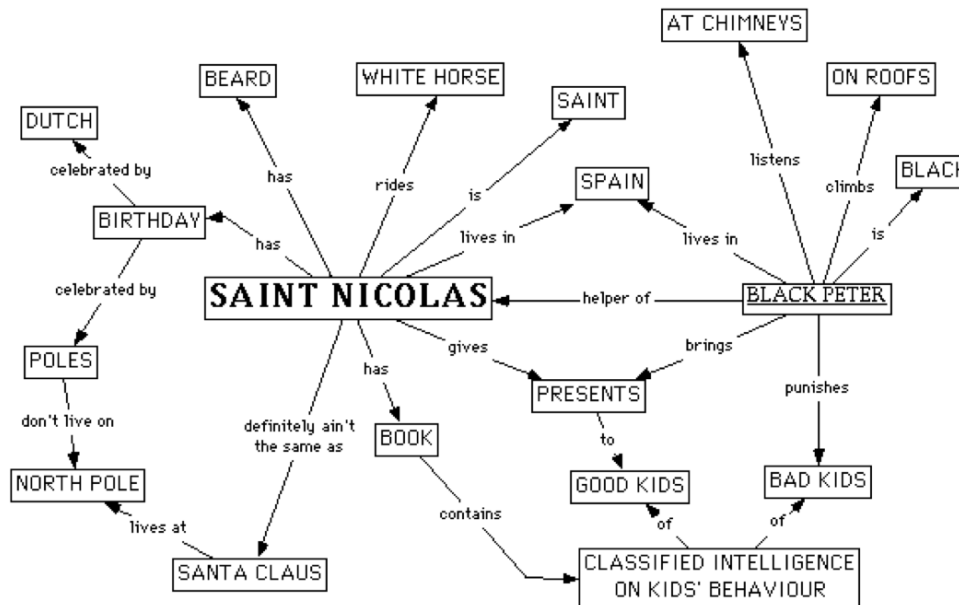
Practices and experiences

From practice to experience: reducing the degrees of freedom



Concept maps

- A concept map is a diagram showing the relationships among concepts. It is a graphical tool for organizing and representing knowledge:
 - Provides insight in a domain (very useful in education)
 - First step in formalizing a domain (ontology building)
- Visual Understanding Environment (VUE) (vue.tufts.edu)



Semantic Wiki

- Wiki's are well suited for dissemination
 - User generated, moderated articles
 - Articles are connected through static links
 - Easy to use
- Wiki's are great, but it can be even greater: semantic Wiki:
 - Articles annotated with properties
 - Other articles may contain query's based on properties: dynamic links, always up-to-date
 - Querying the semantic-web with Sparql

→ A semantic Wiki makes information and expertise accessible in a structured way

- Take a look at: www.zeeweringenwiki.nl