

# Expertise Management Methode op hoofdlijnen

Hans de Bruin  
HZ University of Applied Sciences  
Vlissingen, The Netherlands  
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# Introductie

## Expertise Management Methode (EMM)

- Methode voor inzicht krijgen en verbeteringen tot stand brengen in complexe situaties
- Kennisborging door het vastleggen van good & bad practices in een Body of Knowledge (BoK)
- Netwerkorganisatie-ontwikkeling

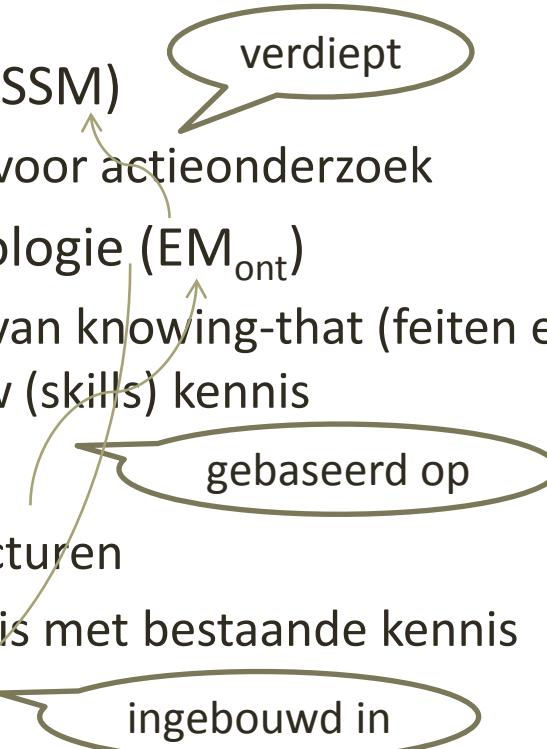
EMM =

- rijke leeromgeving die continu wordt verrijkt
- een valorisatie instrument → meerwaarde met kennis

# Introductie

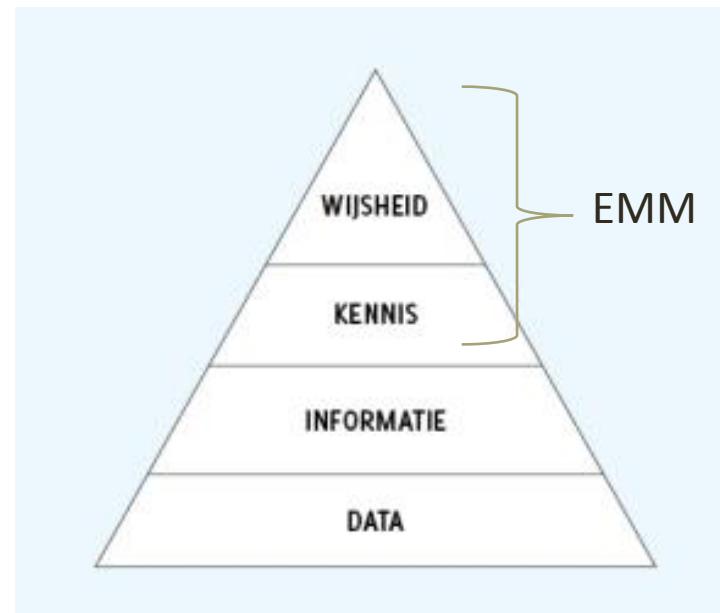
EMM bestaat uit vier pijlers

- Soft Systems Methodology (SSM)
  - Methodologisch raamwerk voor actieonderzoek
- Expertise Management ontologie ( $EM_{ont}$ )
  - Model voor het vastleggen van knowing-that (feiten en concepten) en knowing-how (skills) kennis
- Concept mapping
  - Visualiseren van kennisstructuren
  - Verbinden van nieuwe kennis met bestaande kennis
- Semantic wiki
  - Best of both worlds: wiki voor user generated content en semantisch web (database) voor structureren van wiki



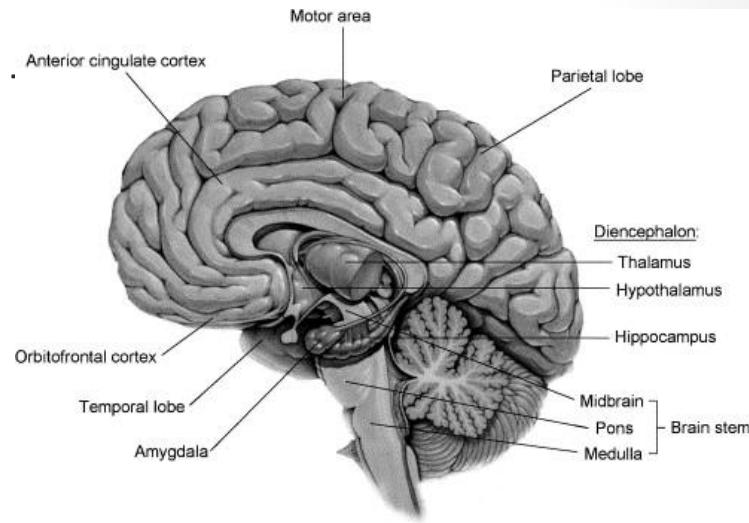
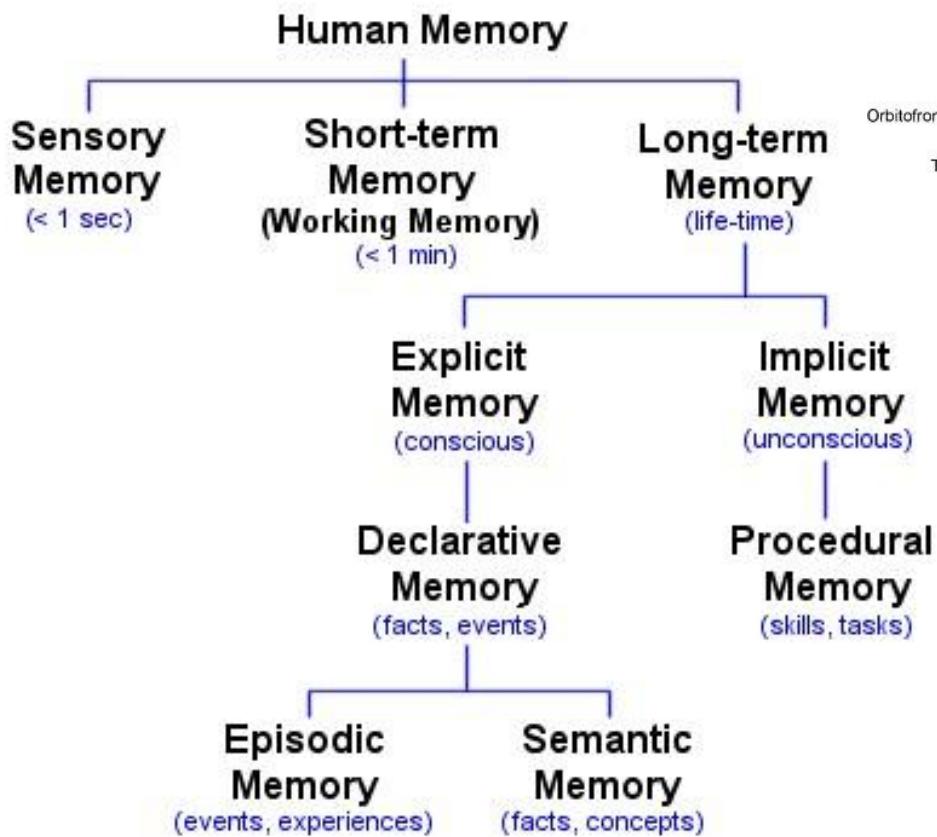
# DIKW piramide

- Data: ruwe, niet geïnterpreteerde gegevens
- Informatie: geaggregeerde data, geïnterpreteerd vanuit een bepaalde context
- Kennis: inzicht in patronen hoe met informatie wordt omgegaan
- Wijsheid: begrijpen van patronen.



# Menselijke kennis

The "purpose" of human memory is past events to guide future actions.

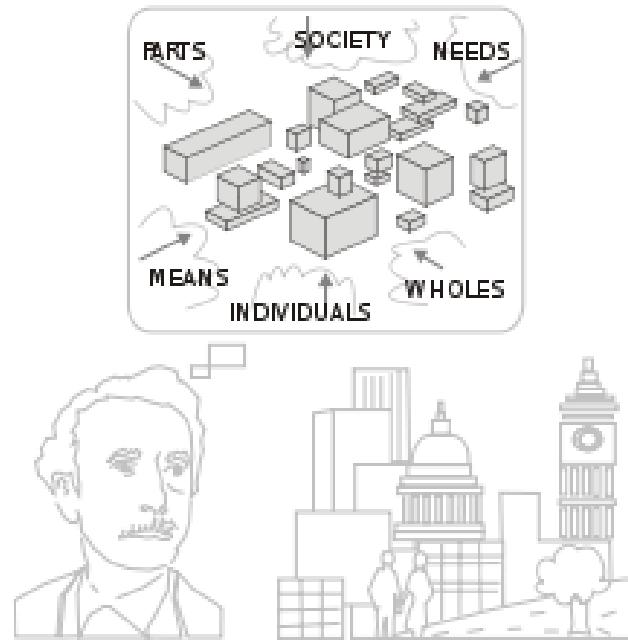


# Mindset

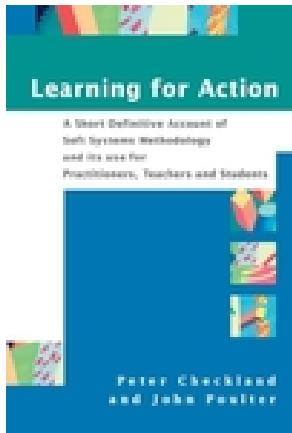
A systems approach  
begins when first you  
see the world through  
the eyes of another.

C.W. Churchman, 1968

Think globally, act locally



# Learning for Action

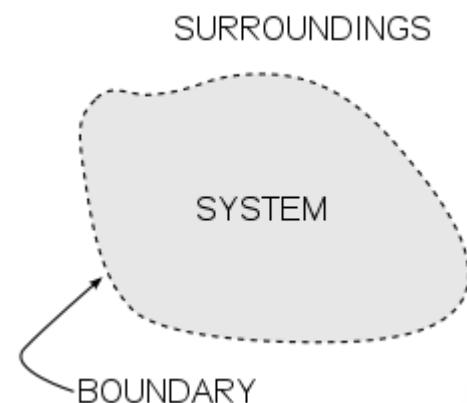


Learning for Action:  
A Short Definitive Account of the Soft Systems  
Methodology and its use for Practitioners,  
Teachers and Students

Peter Checkland and John Poulter  
Wiley, 2006

# What is a system?

- a system has structure, it contains parts (or components) that are directly or indirectly related to each other
- a system has behavior, it contains processes that transform inputs into outputs (material, energy or data)
- a system has interconnectivity: the parts and processes are connected by structural and/or behavioral relationships
- a system's structure and behavior may be decomposed via subsystems and sub-processes to elementary parts and process steps



# Soft Systems Methodology

## a very, very short tour

- We are living in a complex society with “messy” situations that can be improved somehow.
- SSM is an organized way to tackle problematic situations; it is action oriented.
- The complexity of situations is caused by different worldviews, which are often taken for granted.
- People want to act purposefully, with intention.
- SSM approach:
  1. Finding out;
  2. Model building: purposeful activity models;
  3. Discussing and debating;
  4. Taking action: arguably desirable and culturally feasible.
- These four steps constitute a learning cycle. SSM is group learning.
- Taking action implies changing a situation in which we can find new opportunities to improve. In short, SSM is a never-ending story.

## 2: Making purposeful activity models

### (1) The PQR formula

Do P

By Q

In order to contribute  
to achieving R

- P: what?
- Q: how?
- R: why?

### (2) Root Definition

provides a  
shape for

### (3)

#### Mnemonic

C	A	T	W	O	E
'Customers' (victims, beneficiaries)	Actors		Owners		Environmental constraints

Transformation  
Process and  
Worldview

monitored by criteria for

Efficacy ( $E_1$ )

Efficiency ( $E_2$ )

Effectiveness ( $E_3$ )

enriches  
may be  
Primary Task  
Issue-based

### (5)



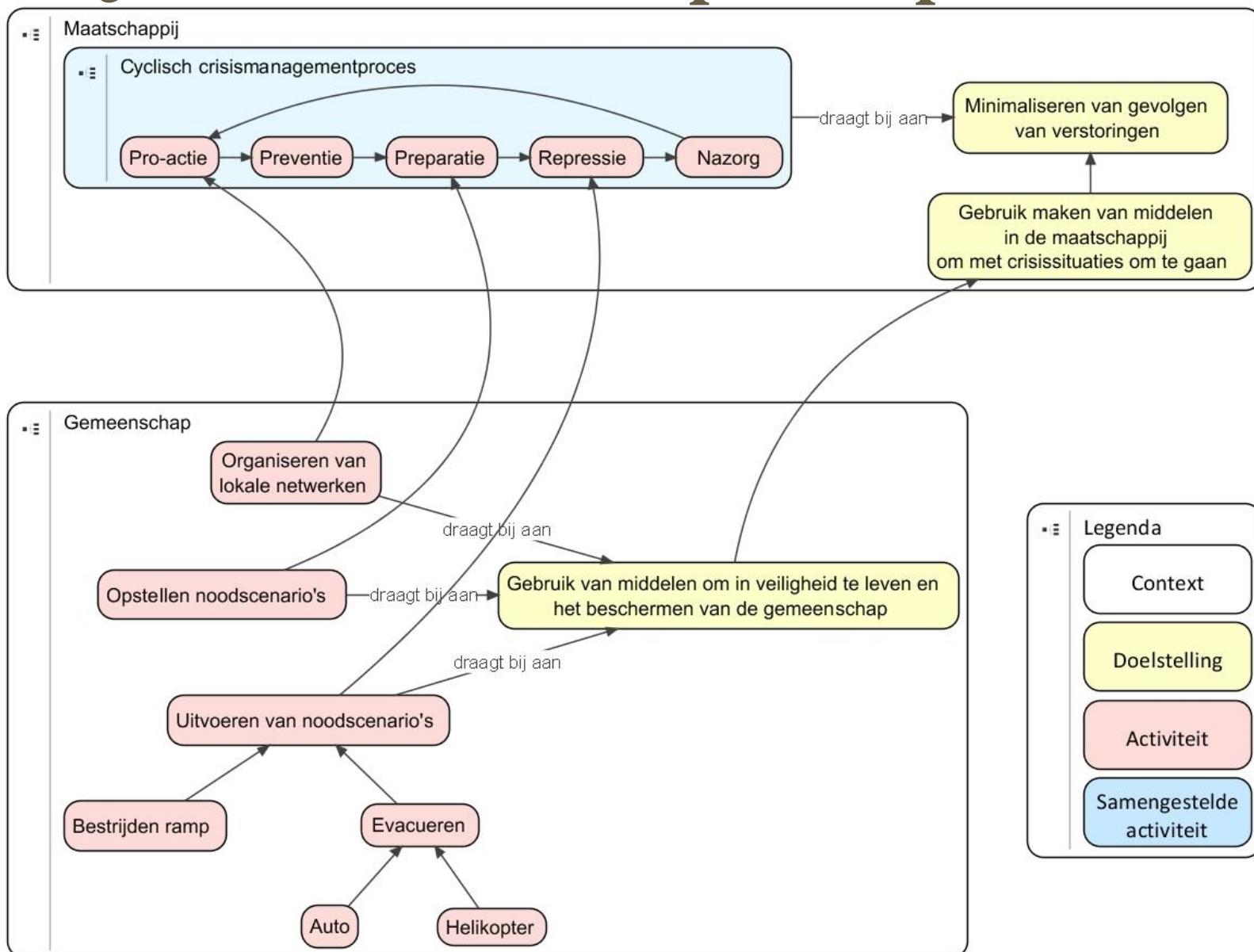
Purposeful Activity  
Model

# PQR in tekst

PQR: Doe P door Q met als doel R.

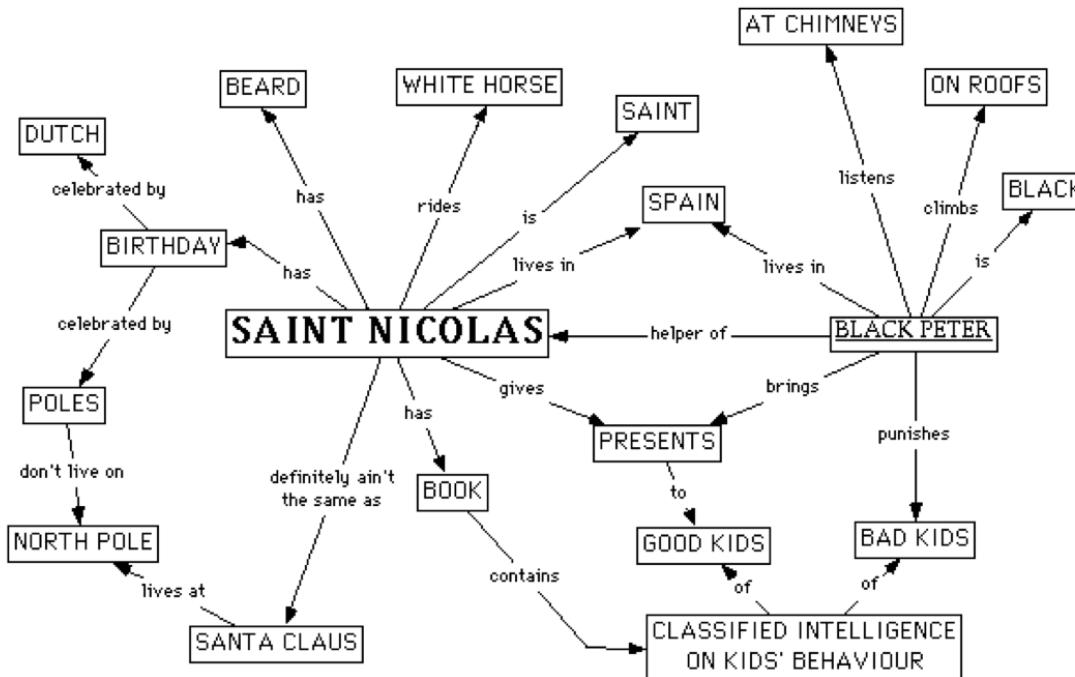
- P = wat?
  - Q = hoe?
  - R = waarom?
- 
- Bijvoorbeeld bij een ramp willen we onszelf in veiligheid brengen (R) door het uitvoeren van reddingsacties (P).
  - Concrete invullingen van een reddingsacties zijn: de ramp bestrijden (Q1) of evacueren (Q2).
  - De PQR formule wordt herhaald toegepast, waarbij een Q op een ander niveau weer de rol van P speelt. Bijvoorbeeld evacueren (P) kan door middel van met de auto vertrekken (Q1) of met een helikopter worden gered (Q2).

# PQR in een concept map



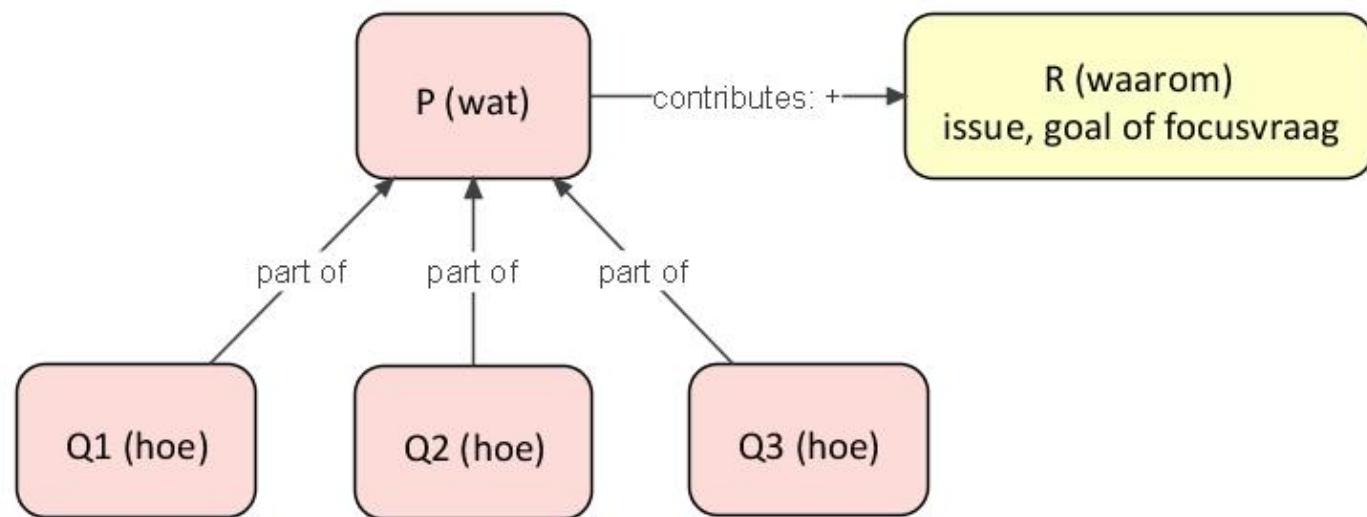
# Concept mapping

- 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)
- Proposition:  $\xrightarrow{\quad}$ 
  - Should read as a sentence, e.g. *Hans* (subject) *houdt van* (predicate) *muziek* (object)
- Visual Understanding Environment (VUE) ([vue.tufts.edu](http://vue.tufts.edu))

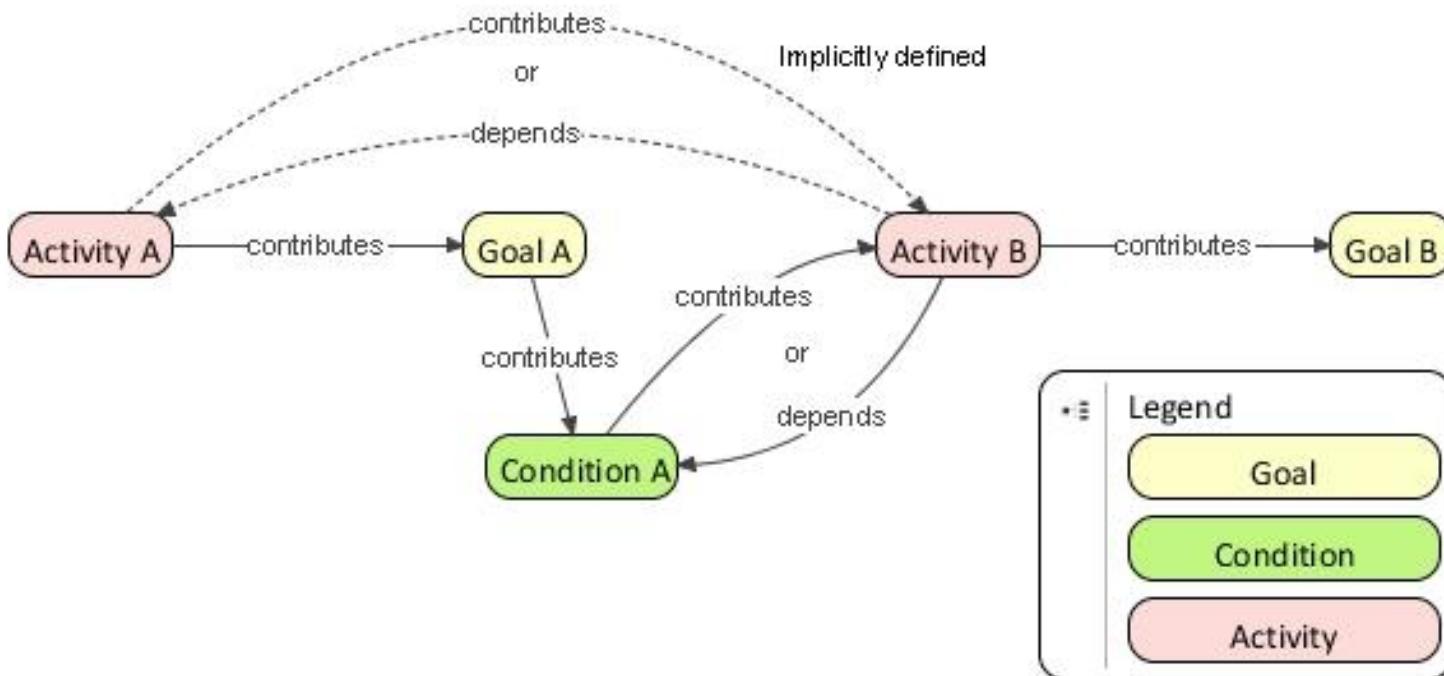


# PQR formula

The modeling workhorse



# Interacting contexts



# Levels

Level 0      Thesaurus/SKOS

*Related concepts:  
what, why, who, when, where ...*

Upper ontology: PQR/EM<sub>ont</sub>

*How to do things from  
different perspectives  
(good or bad practices)*

Level 1      Domain-specific thesaurus

Domain-specific ontology

*Documents, Videos, URI's, ...*

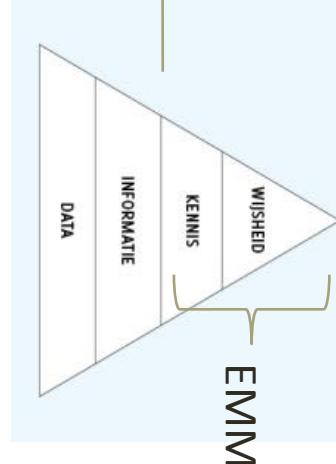
*How things were done  
(good or bad experiences)*

Level 2      Examples

Experiences

Data-Information

Knowledge-Wisdom



# Issue-based approach

- Define the main issue, using a focus question. For instance, a high level focus question is how can we build a resilient community?
- Define the stakeholders and their concerns. Especially from the concerns from stakeholders, new sub-issues and corresponding focus questions can be derived, resulting in a hierarchy of issues.
- Work out the issues in terms of goals, beliefs, activities (satisfying goals) in the form of concept maps.
- The concept maps (one for each issue) form the basis for setting up the wiki.

# Structured interview

- Based on PQR formula
- Scenario-based:
  - Ask for a recent, typical scenario fitting the problematic situation, i.e., the stakeholder's sub-issue
  - Elaborate the scenario, e.g., go into the actions, resources, beliefs, conditions, and control issues
    - What do you expect from others, and what is expected from you?
    - What do you need from others, and what is needed from you?
  - Step back in the scenario, remove the constraints:
    - how would you approach the situation again using lessons learned?
    - if certain limits are removed, how would you approach the situation?
- The latter step reveals the stakeholder's worldview (The Q's in the PQR formula)

# Semantic Mediawiki (SMW)

- 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.zeeveringenwiki.nl](http://www.zeeveringenwiki.nl)

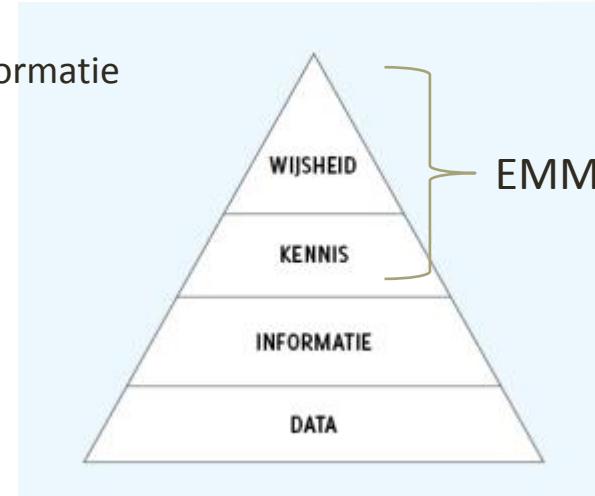
# Concluderende opmerkingen

De lijn: data – informatie – **kennis** – **wijshheid**

- Focus op kennis-wijshheid, maakt gebruik van data en informatie

Ruime ervaring opgedaan:

- DoZo/Zorgverband
- Zeeweringen
- Building with Nature
- Resilient communities
- Flood aware
- Kennis voor Klimaat
- Zeeuwse tong
- Pabo curriculum
- En vele andere projecten in de maak



EMM = SSM + EM<sub>ont</sub> + concept maps + semantische wiki =

- rijke leeromgeving die continu wordt verrijkt
- een valorisatie instrument → meerwaarde met kennis

Het werkt!