



KNOW-KNOW.ORG

LEARNING GOALS

THE MUNDU EXPERIENCES: LEARNING GOALS

A better understanding of ourselves and of our technological environment improves our decision making in our private, professional, social and political lives.





NOTHING EVER BECOMES
REAL TILL IT IS EXPERIENCED

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THE MUNDU EXPERIENCES

An **interactive analog and digital experimental kit**
to experience essential concepts of...

Psychology of Groups

Electronic Media

Game Theory

Social Networks

Epistemology

Artificial Intelligence

Communication



14 LEARNING GOALS

(WORK IN PROGRESS)



OVERVIEW

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1 2 3 4 5 6 7 8 9 10 11 12 13 14

Epistemology	✓	✓				✓								
Game Theory				✓				✓		✓				
Psychology	✓		✓	✓	✓	✓	✓	✓		✓	✓	✓	✓	✓
Electronic Media				✓	✓	✓	✓	✓				✓		
Social Networks				✓	✓	✓	✓	✓	✓		✓	✓	✓	
AI					✓	✓	✓				✓	✓	✓	
Communication			✓	✓	✓	✓	✓	✓	✓					



1. THE WORLDVIEW OF OUR SOCIAL CIRCLE REFLECTS ONLY PART OF THE TRUTH⁷

- ▶ If nobody ever discovered something, it doesn't mean that it cannot exist
- ▶ Views everybody believes to be true can be wrong
(and vice versa)



2. THE GAME COULD BE ACTUALLY VERY DIFFERENT THAN IT APPEARS

Example:

- ▶ Seemingly **small features** of the game can **have a significant impact on its nature**
- ▶ If **features remain hidden**, it can **hide the true nature** of the game



3. SHARED ASSUMPTIONS CAN DETERMINE FUTURE OUTCOMES

The problem of the „self fulfilling prophecy”



4. RECOMMENDER SYSTEMS ON SOCIAL MEDIA PLATFORMS

- ▶ Can distort the perception of reality
- ▶ Create „filter bubbles”
- ▶ Can undermine trust
- ▶ Can distort self image



5. INFORMATION FILTERS ON (SOCIAL) MEDIA PLATFORMS

- ▶ Can be the result of UI design or human selection
- ▶ Can undermine trust
- ▶ Can distort the perception of reality
- ▶ Can distort self image



6. AI AGENTS CAN KNOW ONLY WHAT IS KNOWN TO THE GROUP ALREADY

The **worldview** of an AI reflects the **incomplete worldview**
of its **human creators**



7. NOT ALL ACTORS IN THE GAME ARE NECESSARILY HUMAN

- ▶ Some might be **Als**, with **non-human-like behavior** and **ethics**
- ▶ AI can **fake** the impression of **broad agreement** (or **disagreement**) on an opinion in society
- ▶ AI has **unknown goals** (could be **anything**)



8. YOU CANNOT TRUST A DIGITAL PLATFORM

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- Some kind of **super user** might have **superior privileges**
- **Inequality of privileges** might remain **invisible**



9. THE EFFECTS OF UNRELIABLE COMMUNICATION

- ▶ Can undermine trust
- ▶ Can help spread misinformation



10. SECRETS IN A DIGITAL WORLD ARE ONLY TEMPORARY

Behavior and messages can be **secretly stored** and
revealed anytime in the **future**



11. ONE PERSON'S GAIN DOES NOT ALWAYS HAVE TO BE ANOTHER'S LOSS

„Zero-sum thinking“ makes us miss win-win opportunities



12. OUR PERCEPTION FAVORS INFORMATION THAT COMES FROM PEOPLE WE BELIEVE WILL WIN

The „bandwagon effect” can lead to echo chambers and polarization



13. OUR PERCEPTION FAVORS INFORMATION THAT MATCHES OUR CURRENT VIEWS

- ▶ „Confirmation bias“ can lead to echo chambers and extreme views
- ▶ AI trained using human feedback is often sycophantic



14. OUR PERCEPTION FAVORS INFORMATION THAT COMES FROM PEOPLE (AND AI) WE ALREADY KNOW AND TRUST

Overreliance on trusted sources can lead to echo chambers

