



KNOW-KNOW.ORG

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# CONCEPT EXPERIENCES

# THE KNOW-KNOW.ORG EXPERIENCES: GOAL

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 KNOW-KNOW EXPERIENCES

An **interactive** course  
to experience essential concepts of...

Psychology of Groups

Electronic Media

Game Theory

Social Networks

Epistemology

Artificial Intelligence

Communication



## COURSE STRUCTURE

- ▶ Several **fundamental concepts** are explored in a series (about 6-9) of short **learning modules**
- ▶ Each module takes about 30-40 minutes



## MODULE STRUCTURE

Each learning module consists of the following parts

1. Short explanation of game rules
2. Game experience in groups or pairs of students
3. Analysis of experience in group (discussion) → conclusions
4. Application of conclusions to real world problems (e.g. from social media etc.) in groups of 2-3
5. Short presentations of results to others



## CHOICE OF CONCEPTS

Modules are created for selected concepts:

1. Concepts should be **important**  
(i.e. play a significant and underrated role in the issues addressed)
2. Concepts should be **fundamental**  
(i.e. should not depend on a current technological solution)



## DESIGN GOALS FOR EXPERIENCES/GAMES

1. Each game must allow the player to experience a single (or a small number) of concepts
2. The games should be as simple as possible. Complex technologies should be used only as far as they are required to convey the concept
3. They should be entertaining and spark the desire for more
4. Their visual design should be minimalistic to avoid any distraction from the fundamental concepts

