



KNOW-KNOW.ORG

CONCEPT EXPERIENCES

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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 attractive, but minimalistic to avoid any distraction from the fundamental concepts



OUT OF SCOPE

1. There are no official solutions to the experiences. While the teacher / trainer can point to examples for applications, the students are free to draw their own conclusions.
2. The experiences should not be 100% controlled. The unexpected can (and should happen) sometimes. We all want to learn.
3. We don't suggest solutions for societal problems (conflict with our commitment to political neutrality).

