

IBCS Annual Conference, June 8, 2018 One Moorgate Place, London

From Roman Speakers to IBCS Pragmatics



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From Roman Speakers to IBCS Pragmatics

The Basic Problem: How to do Things with Information?

The Roman Speakers Wisdom: How to be understood?

Data ≠ Information ≠ Knowledge ≠ Action

It's not enough to deliver information, you must communicate it



Three Pillars of Semiotics describe different levels how to form and use a message

Signs are elements of any message (= content + intention)

Syntax Relations between the signs

Logics Rules how to use combination of signs

Semantics Meaning of signs

Convention Rules to define the meaning of signs and

combinations thereof

Pragmatics The intended effect of communicated signs and

combinations thereof

Reality Rules of using signs to produce the intended

effects



How to do things with information? The intended effect of a message is decisive ...

... to bring all relevant people to the same

Interactive Dashboards



... to convince with arguments (assertions,

Reports

... to support decisions

proofs, demonstrations)

state of knowledge



... to warn

... to promise

... to recommend

The decisive factor is not what the author of a message means, but whether and how the information has been understood by the recipients.

The message of our information product should be the answer to the question posed by the interested audience.

You cannot understand the answer if you do not know the question.

Therefore the question must be communicated, too.

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The Rules of Rhetorics could help IBCS



How to convince the "person in power" (i.e. the judge or decider) in a concrete situation to get an appropriate decision?

It is not enough only to deliver information.

General Rules in Roman Rhetorics:

Good preparation SAY
Structuring (story line) STRUCTURE
Clear Intention SAY + SIMPLIFY
Good Arguments CONDENSE + CHECK
Good Performance EXPRESS + CONDENSE + UNIFY

The Rules of Rhetorics could help IBCS



Moreover: Pragmatic Rules

Select suitable means novelty & confirmation

Select Form:

Deductive, inductive, appellative (message type)

Communicate about your communication (explain problem and question) and about the context

To deliver inform is not enough!

Why?

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The Basic Problem: How to do Things with Information?

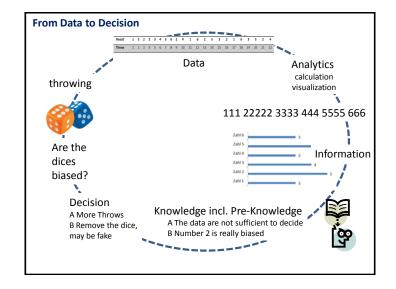
The Roman Speakers Wisdom: How to be understood?

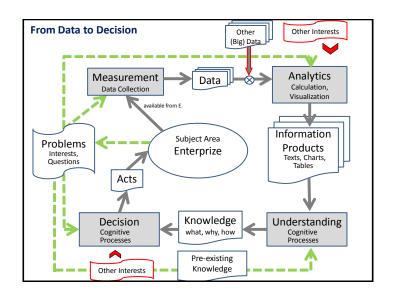
Data ≠ Information ≠ Knowledge ≠ Action

It's not enough to deliver information, you must communicate it

Available information (Files, Books, Charts, Interactive Means) is not yet knowledge!







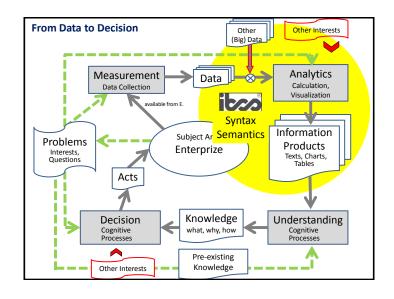
It's the difference
That makes the difference

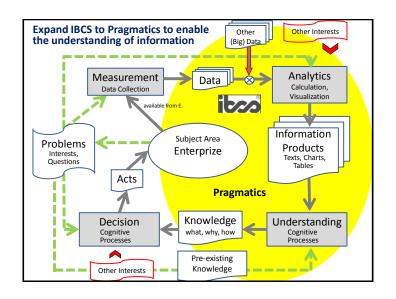
George Bateson

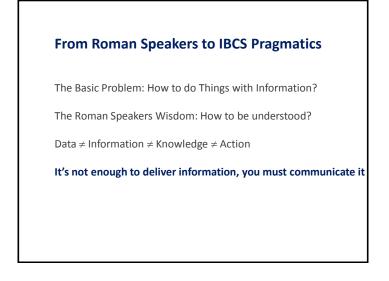
Information is only something that can be understood.

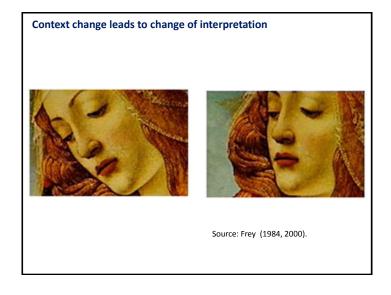
Only Information, that has been understood by an individual, becomes knowledge.

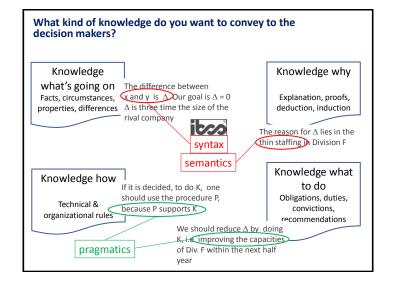
Knowledge consists on pre-knowledge and understood information, which has been integrated within the already existing knowledge.

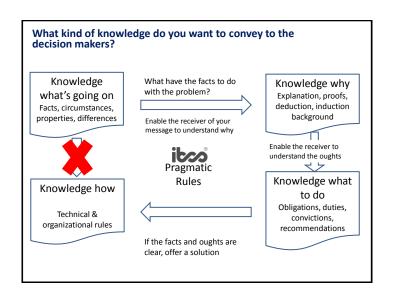












It is not enough, to show only charts, dashboards etc.

To communicate about the options of interpretation of your message requires trust and a little bit of courage.

You must say something about the mesh size of the fisher net to explain the statistics of caught fishes.

Enable the controller to have a nontrivial message and encourage him to communicate it.