Environment

Overview

Some philosophical questions

- What is "out" there? What is world surround us? How we can perceive it? Can you understand the word of "epistemology"? (it means how we process knowledge)

- And is it really "out"? What the truth of "out"?

- How do we come to know it ?

- What's is our relationship with that?

- What is the relation with innovation?

Game time =Give a word, a meaning, an example and a deeper understanding.

- By giving 37 numbers and two colors at the beginning to the players

Certainty situation

A. probabilities are always 1 or 0;

B. The knowledge that we have is the "true" knowledge ;

C. Data are given;

Risk situation

A. probabilities are lower that 1, but given and known

B. The knowledge that we have is true with a given probability

C. Knowledge is a collection of data with given probabilities.

- The distribution of number and colors is unknown at the beginning to the players

- When the ball stop the croupier shows the tile for the future rounds

Uncertainty

A. Probabilities are not know

B. They vary according to our capacity to acquire and process them

C. Data are out there

D. Information are the data selected, which are given a meaning(and a probability)

E. Knowledge is a selected set of information about a subject

NOTE: There is no cheating since the play is set in the beginning.

Same condition as uncertainty but every time the croupier shows the ball, then the roulette is reinitialized with a new distribution of numbers and colors.

There is no winner in this game. But this game is played in everyday. How we can do to not loss so much? One possibility of win is doubling it. Give a assumption, and propose the strategy.

ambiguity 1 - weak

A. Data are meaningless external stimuli

B. Information is the meaning given to data by the knower

C. An interpretative frame is used to make sense of the information

D. Knowledge is the conceptual Fram through which data are interpreted and given meaning.

In this situation the meaning of data changes according to the mental frame we chose to adopt and some data can have different interpretation and generate conflicting information. Everything is relative to the perspective of the observer. There is no right and wrong.

Same condition as ambiguity 1 but player can spend resources to change tiles and made odds in their tabour and nobody know who will try to do, but each player has this potential.(it is a cheating in this game.hahaha)

Ambiguity 2 - strong

A. The world is not specified, but we can manipulate it

B. Different worlds are possible

C. Our actions and words manipulate, influence and create a world

D. The challenge is to create a world that machine controls

In this situation many worlds possible but also in many want to create different worlds and challenge is to convince others to comply with our vision: the more enrolled the more the world become "true". The world we create will constraint others, but also us..

Examples in this five characters. (CERTAINTY, RISK, UNCERTAINTY, AMBIGUITY WEAK AND AMBIGUITY STRONG)

Can we find examples?

And what about innovation and entrepreneurship?

In certain and risky environments?

Innovation: about predicting probabilities for new optimal solution, according to risk factor

Entrepreneur: a person that inquire reality and takes a risk to develop it

In uncertain environment

Innovation: Is about acquiring information through routes to produce a satisfactory solution at the minimum cost

Entrepreneur: A person that set up an organization as an efficient and effective information processing entity

In ambiguous environment

Innovation: Inventing plausible realities and convince others through means

Entrepreneur: A person that thinks about a plausible realty and sells it as true creating a world.

!!!TASK: Teachers will give us a paper and some materials, and a week after we will discuss it. They are mandatory readings.