

## **Dynamic Knowledge Management**

Arthur C. McAdams III, Philip Z. Maymin **Trefz School of Business** University of Bridgeport, Bridgeport, CT



This conventional data/information/knowledge/wisdom pyramid is in essence a static map: ancient, unchanging, unfalsifiable and anti-growth.

Our alternative focuses on the symbiotic relationship between information and knowledge, an untapped area in the field.

We propose a dynamic alternative for KM based on the scientific method:

Data↔Measurement, Information↔Outcome from an Experiment, Knowledge↔**Hypotheses** tested with **Experiments**, Wisdom↔**Explanation** 

Our proposal includes tenets of continuous improvement that perpetually improve best practices and a model for generating new knowledge quickly.

A *measurement* is a labeled piece of data: numbers, text strings, photos, videos, etc. Examples of measurements: death:no, weight-loss:14lbs, nausea:false, family-history: normal

An *outcome* is a set of related measurements, and metadata. An examples of an outcome: {metadata: {patient:21, condition:3, location:7, patient-source: walk-in }, measurements: {death:no, weightloss:10lbs, duration:4 days, ... } }

A hypothesis is a predictive mapping from a proposed experiment to outcomes. An example of a hypothesis: experiment: {control:drug=placebo, condition1:drug=no-drug} prediction: insig. control:effect minus condition1:effect

An *experiment* is a set of 2+ outcomes, with metadata. An example of an experiment: { control: { metadata: { drug:placebo, timesperday:2, duration:4 days, n:10}, outcome: {deaths:0, ...}}, condition1: { metadata: {drug:pill23, timesperday:2, duration:4 days, n:12}, outcome: {deaths:2, ... } } }

An *explanation* is the wisdom from evaluating many hypotheses and it too is subject to constant criticism and improvement. Deutsch, David (2011). The Beginning of Infinity.