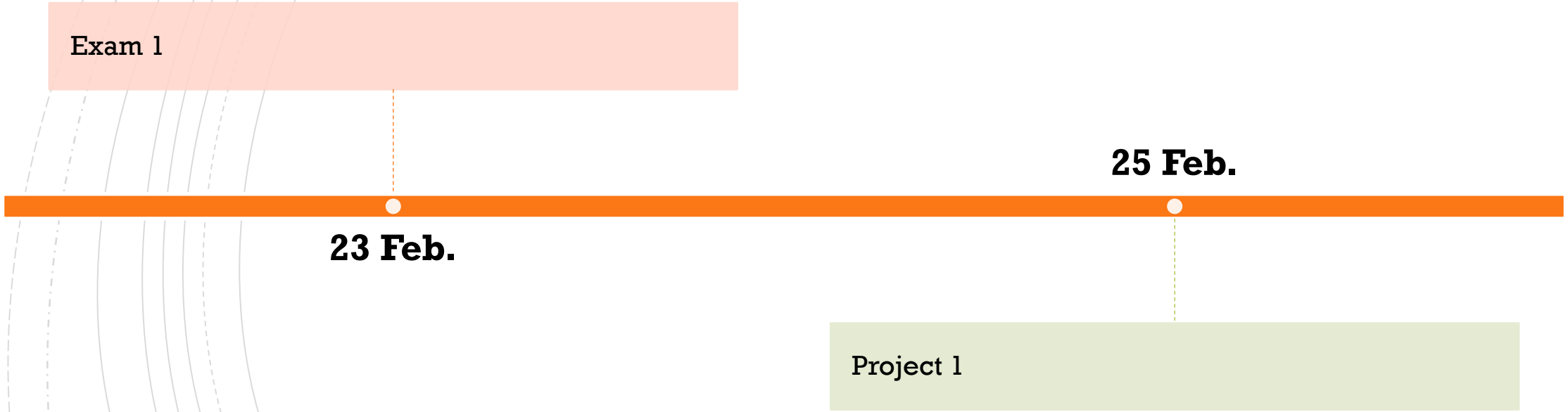
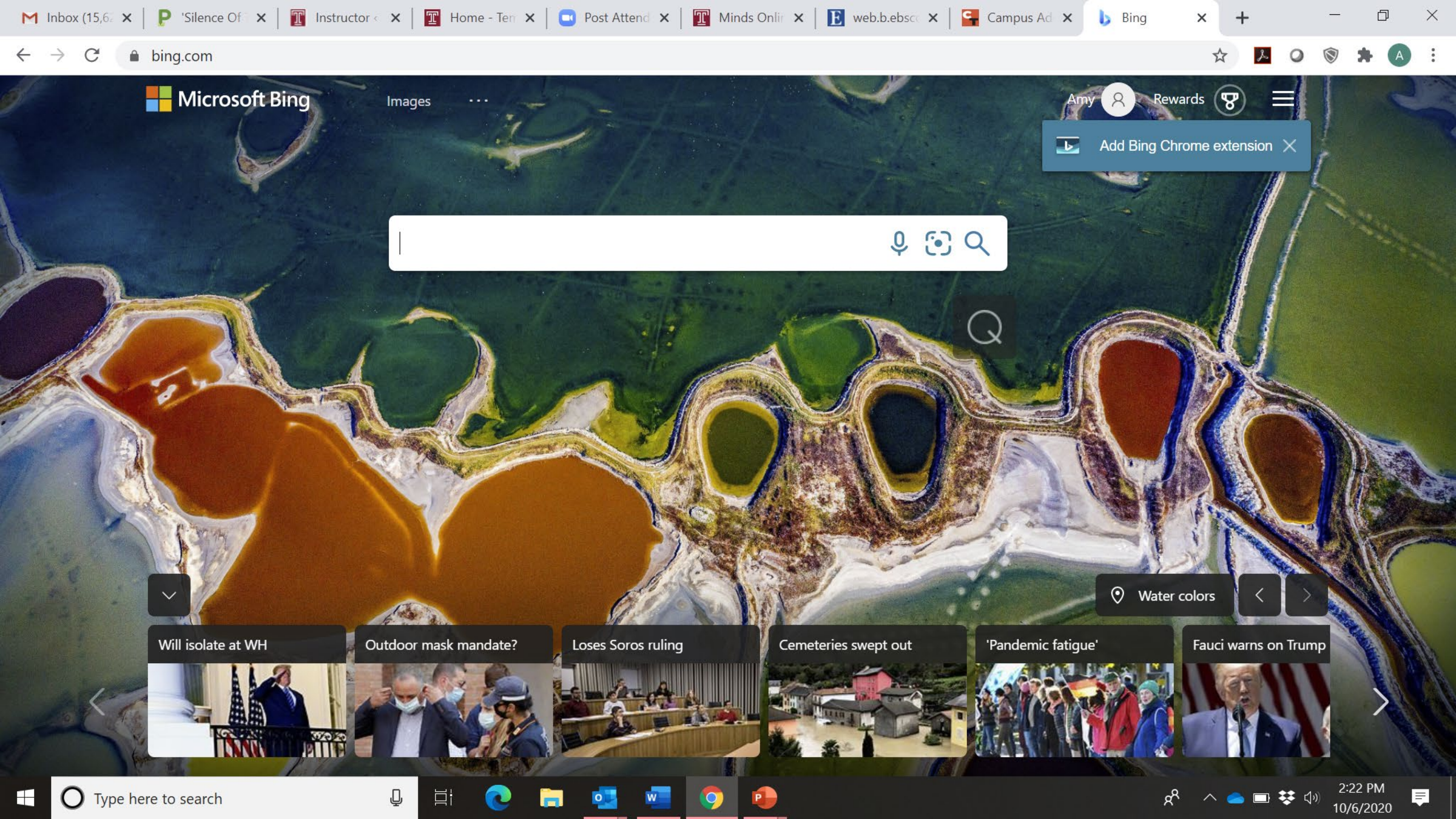
Knowledge & Mapping

MIS3506 – Spring 2026

Lavin

Upcoming

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Outdoor mask mandate?
Loses Soros ruling
Cemeteries swept out
'Pandemic fatigue'
Fauci warns on Trump
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10/6/2020

Inbox (15,6 | 'Silence Of | Instructor | Home - Ten | Post Attend | Minds Onlir | web.b.ebsc | Campus Ad | ATV, drone

Not secure | arngren.net

www.ARNGREN.net

23 Butikker | Teknologi & Gadgets

el-biler til barn | Index | Search | el-retur | Slik Betaler du

(Fra 07.11.2004)
< Frithjof i sin Fly-Bil

Drone-Bike
Løfteevne: 8kg
kr. 19.998,-

el-retur

Index

Akvarium
Alarm
Alkotester
ATV (el.)
Bildefliser
Bil (elektrisk) gas
Bilbane
Conrad-elektronik
Digital-Kikkert
Disko-Lys
Dummy-Kamera
DVD-Spiller
Elektronikk & DAB
EL-Scooter & **Bil**
Figurer
Golf-biler (m/skilt)
Hobby & RC
Hoverpod
HP-Måler (Bil)
Isbitmaskin
Kamera (trådløst)
Kino (bærbar)
Kompass (Bil/Båt)
Laser-Jamer (Bil)
Luft-Jekk
Lykt (oppladbar)
Mobil-telefon-1, 2
Motorsykkel-Mini
Omformer (110V)
Oversetter (44 sprk)
PC-mini (9 "), 2.
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Robot-Hund
Robot-Støvsuger


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Norges største utvalg

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24V
48V
4WD
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El-ATV til Barn & Voksne.
fra kr. 3998,-


3-hjul Cargo-el-Bike


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Ingen alders-grense


el-scooter

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Se Lagerkoden etter Prisene (lev. 2 - 5 dager) :
Er på Lager
Kommer før 3 uker
Lengre enn 3 uker

- Elektriske-Kjøretøy
- Elektrisk-ATV - Roboter
- el-biler til barn/ungdom
- Solcelle-produkter
- Forbruker Elektronikk
- Batterier & Ladere, etc
- Fjernstyrte produkter
- Disko-Lys - Rakett

Kjøpsloven
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3-Hjuls el-sykkel


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Fra kr. 9.998,- (300



4.998,-

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el-ATV

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el-ATV

Bensin-ATV


BMW-i8
El-Biler til Barn, Ungdom & Voksne


elsykkel


Fatbike-1500w


Video

Video
el-ATV

Roboter
Elektronikk



el-jeep 9998,-


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100km/t
EL-Scooter
5000 watt
kr. 29.998,-


Styreenhet & Fordelere til Bil


Video
RC Fly-Båt
70 cm lang

Elektriske Biler


El-Bil; Comarth
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fra kr. 89.998,-


Nyhet
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el-Bil ; Cross-Rider
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4WD
79.998

el-ATV med skilt (16 år)


el-moped med skilt (16 år)
19.998,-
el-ATV


el-bil (16 år & moped-Lappen) fra 34.998,-


el-bil kr. 89.998,-
el-ATV

Fatbike-500w

el-sykkel
m/Oljestyrte




Kraftig 3-Hjuls
Nyhet !
Lyd, Røk, Lys
RC Tank i Metall (55 cm)

Waiting for arngren.net...

Type here to search

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10/6/2020

Knowledge

- In the Head

- In the World

Internalized information that users recall to perform tasks

Knowledge

- *In the Head - Characteristics*
  - Memory
  - Efficient – Readily available
  - Requires Learning
  - Ease of use at first encounter is low
  - Designer has freedom – better UX

Information provided in the environment – operate without prior memorization

Knowledge

- *In the World - Characteristics*
  - Information is Perceivable
  - Interpretation substitutes for learning
  - Less efficient if you have to stop to learn
  - Ease of use at first encounter is high
  - Can be ugly – requires a deep skillset

Knowledge

- *In the World*
  - *Knowledge Of (Easy!)*
    - Declarative Knowledge
    - Facts and Rules
  - *Knowledge How (Not so Easy!)*
    - Procedural Knowledge
    - Tacit Knowledge

Tradeoffs

If the user doesn't have it memorized… could take a while to interpret needs

First impression could be tricky

Lack of freedom for the designer

How can you as the designer improve the User's Experience armed with this knowledge?

- Put cues in the design
- Effective mapping
- Understand cultural constraints
- Find the middle ground
- Signifiers, constraints and mappings
- Good conceptual model

Balancing **Knowledge in the Head** for faster more efficient user by repeat users with **Knowledge in the World** to make systems intuitive for new users can greatly enhance the UX and usability

Constraints

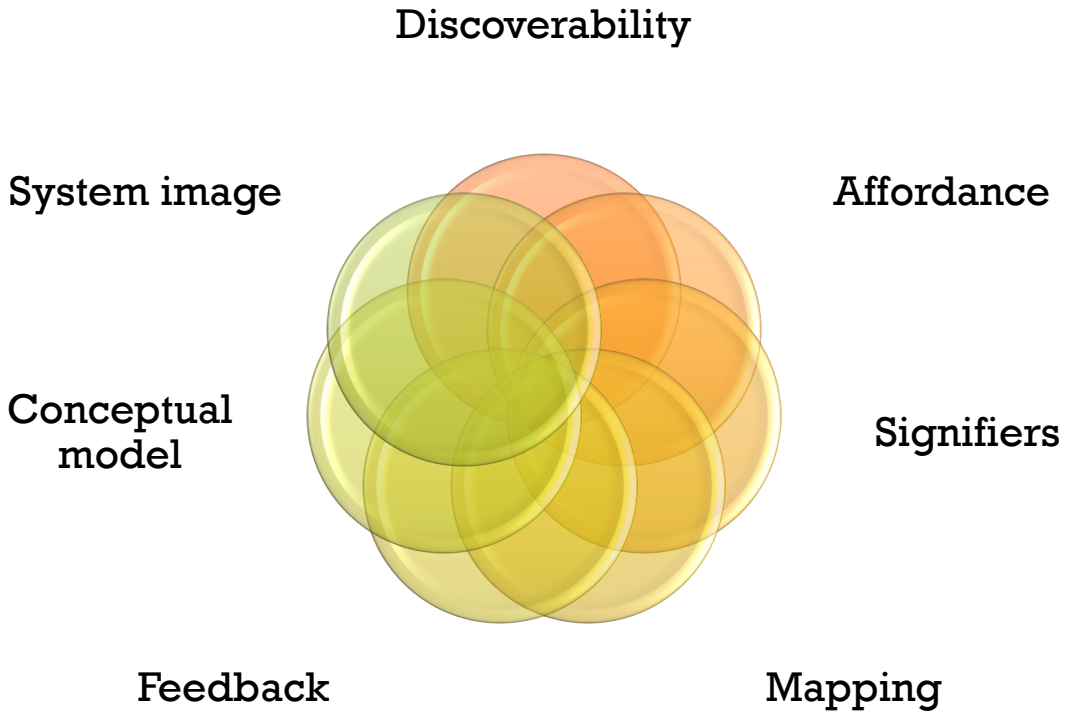
- In the World – Natural Constraints
  - Restrict behavior
  - Physical features
  - Right tighty/lefty loosey
- In the Head – Cultural Constraints
  - Reading in different cultures
  - Behavioral constraints/Restrictions on behavior
  - Colors

Knowledge in the world: Constraints

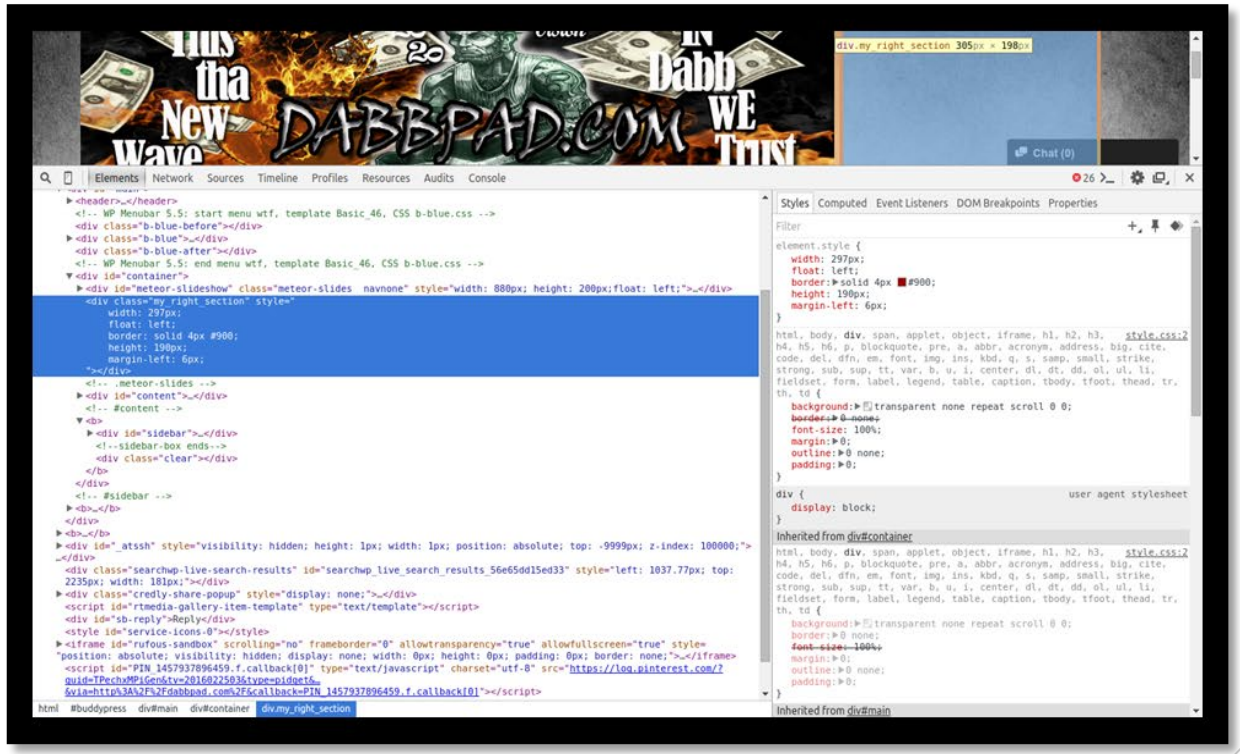
Mapping

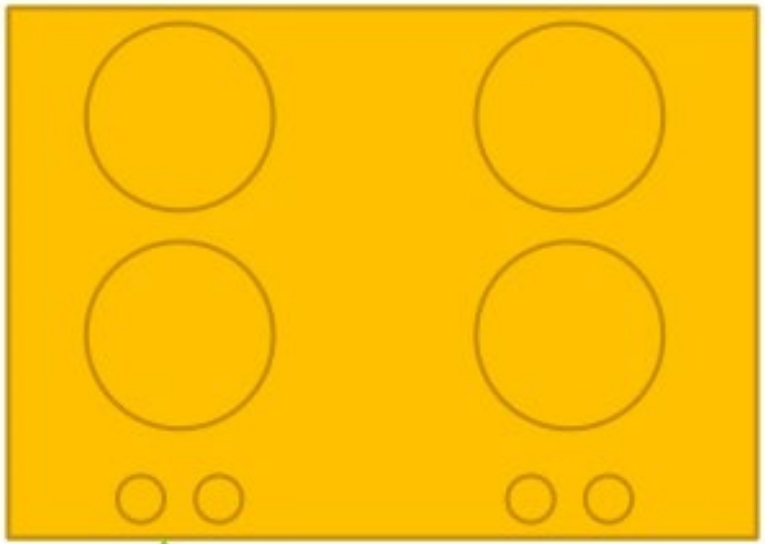
Relationship between the elements of two sets of things

A device is easy to use when the set of possible actions is visible

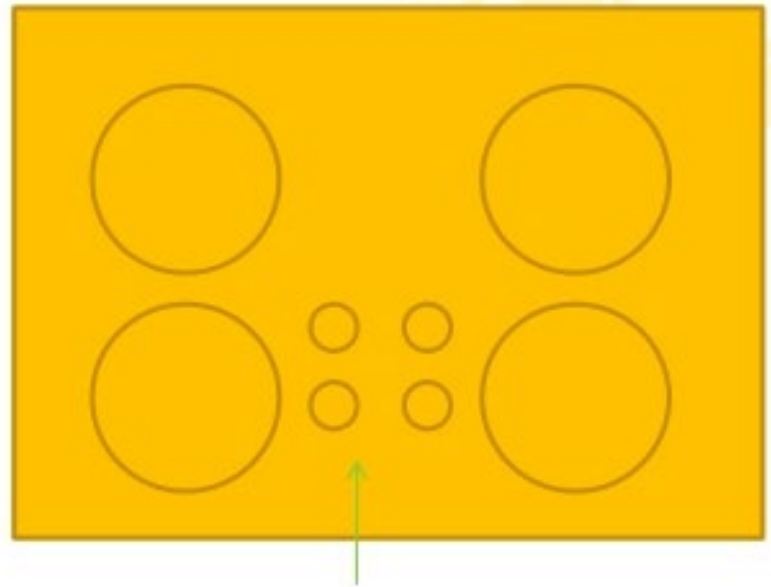


Mapping Examples



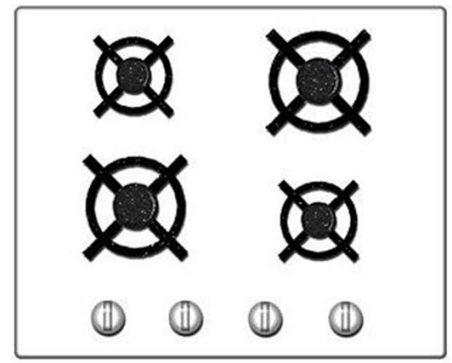


Requires memory or cognitive processing

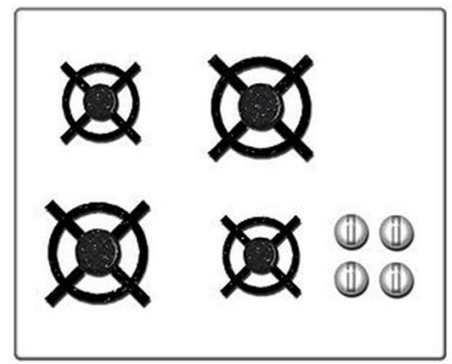


Knowledge is embedded in the interface

Poor mapping



Good mapping



Best: Controls are mounted directly on the item

Second Best: Controls are as close as possible to the object being controlled

Third Best: Controls are arranged in the same spatial configuration as the object being controlled

Why is understanding
Knowledge in the Hea
in the World critical to

ICA

Exploring Knowledge Domains:

In the Head vs. In the World

Objective: The objective of this activity is to explore the concepts of "knowledge in the head" (individual knowledge) and "knowledge in the world" (externalized knowledge) through various examples and discussions. This activity aims to deepen the understanding of how knowledge is acquired, stored, and utilized both internally and externally.

1. **Brainstorming Session** (10 minutes):
    1. Divide into small groups of 3-4 students.
    2. Using index cards, brainstorm examples of knowledge in the head and knowledge in the world. Think broadly across various domains such as science, history, culture, technology, etc.

2. **Sharing and Discussion** (15 minutes):
    1. Each group should share one example of knowledge in the head and one example of knowledge in the world.
    2. Discussion around the examples provided. Discuss the advantages and limitations of each type of knowledge.
    3. Consider:
        1. How does knowledge in the head differ from knowledge in the world in terms of accessibility and reliability?
        2. What are some examples where knowledge in the world enhances or complements knowledge in the head?
        3. In what situations is knowledge in the head more beneficial than knowledge in the world, and vice versa?