

Link 14.3 Answers to Cloze Exercise 14.1

Knowledge involves the interpretation of information within the **CONTEXT** of what is already known. A **LEARNING** organization is committed to using knowledge to learn from experience. **TACIT** knowledge refers to knowledge which is difficult to put into words and **EXPLICIT** knowledge includes the documentation of procedures within which knowledge gained from experience is embedded and encoded. This requires a shared **LANGUAGE** of terms to provide the context for knowledge to be shared and used. Information technology provides the tools to store explicit knowledge and share tacit knowledge with others within communities of **PRACTICE**.

Social **NETWORKS** emerge through connections among individuals to share information. Analysis of social networks can show where the **COMMUNICATION** of information may be improved. Social **MEDIA** networks use Web 2.0 technology to create online communities where information content can be created and shared. The informality of social media networks poses a threat to information **SECURITY** as there is a risk that staff may unwittingly disclose unauthorized information in these networks.

Business **INNOVATION** is achieved by the creative application of knowledge. This may result in incremental changes to existing products or processes, or **TRANSFORMATIONAL** change, which challenges existing **BOUNDARIES** of concepts and processes. Different types of innovation target different aspects of the **BUSINESS** model. Business **INTELLIGENCE** involves extracting information from data to generate knowledge and facilitate business innovation. It requires data to be interpreted within the context of existing **KNOWLEDGE**. Reporting tools **PUSH** data, alerting staff when specified situations arise. Querying tools enable staff to interrogate and **PULL** data when needed. Both types of tool rely on clean and consistent data to be available for **ANALYSIS**.

Key performance indicators can be used to monitor the progress of the organizational **STRATEGY**. The indicators can be visually represented using **DASHBOARDS**. IT can be used to capture, analyse, and present data but **ACTION** needs to be taken in response to the information generated. The potential impact of taking, or not taking, action can be explored using **SIMULATION** models. An example of a symbolic simulation is a **SPREADSHEET** which enables limited *what if* analysis on mathematical data. Serious games add a layer of animation over the simulation model, increasing the **RICHNESS** of information in the scenario.