

Of doing and knowing

Aka. how to think of communication systems

ITT1 intro

September 1, 2014

Doing

Moving Processing Deciding

Knowing

Information
Data
Experiences

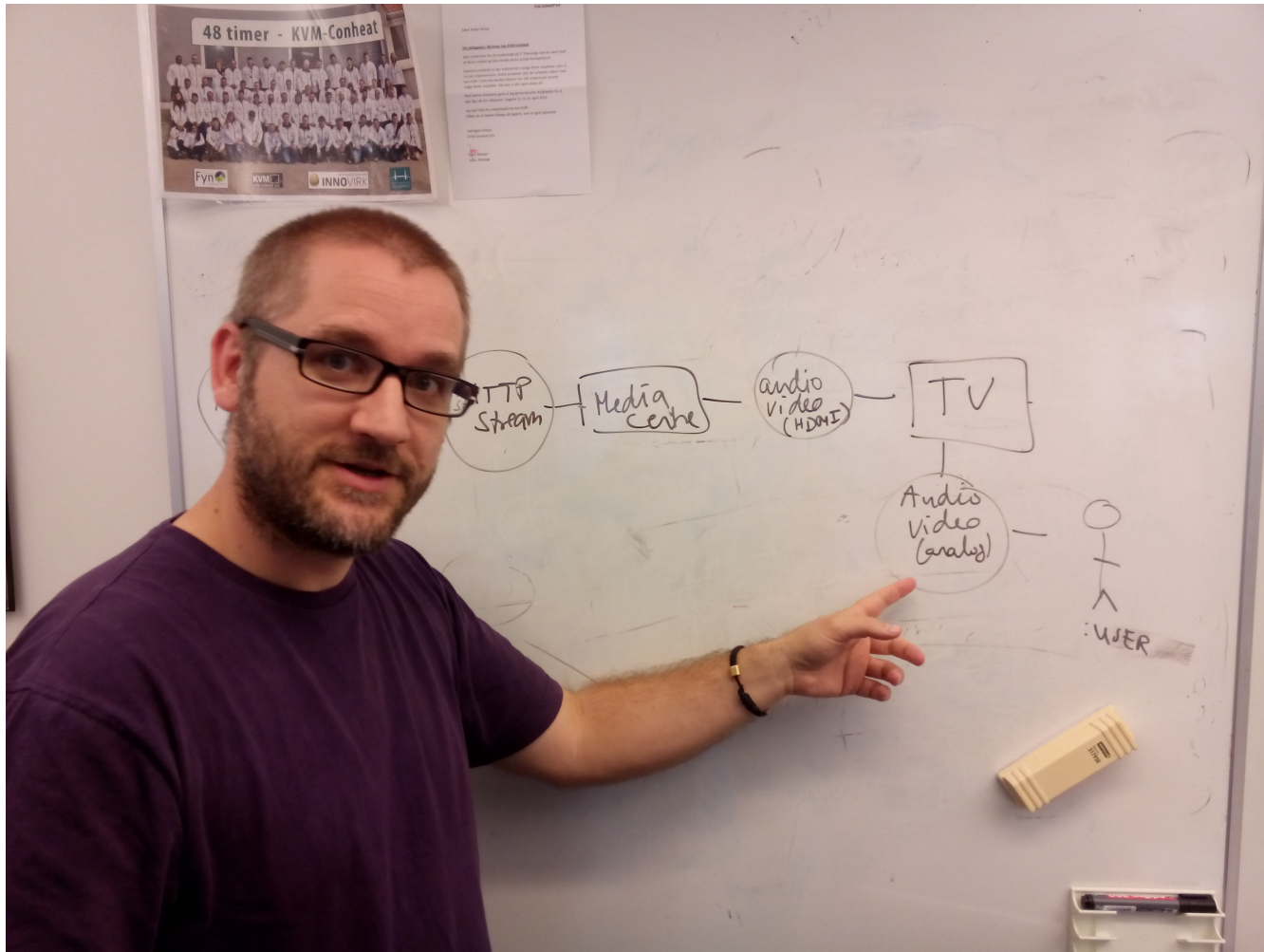
Doing without knowing



Knowing without doing



Knowing and doing



Bonus slide: diagrams!

Diagrams are generally underused. You should consider using them to help you in your presentations.

We have different kinds of diagrams, that serve different purposes, but they all serve the purpose of saying a lot about a specific topic, that you otherwise must use a lot of words to describe.

By the way – don't make slides where you read all the text out loud.

Data originates at device or program

Program Device "Doer"

Information Data "Known"

Device uses data and nothing useful comes out

Information Data "Known"

Program Device "Doer"

Device or program uses data to create something new
This is a "function" in programming

Information Data "Known"

Program Device "Doer"

Information Data "Known"

Data is created and is send to another device.

Program Device "Doer"

Information Data "Known"

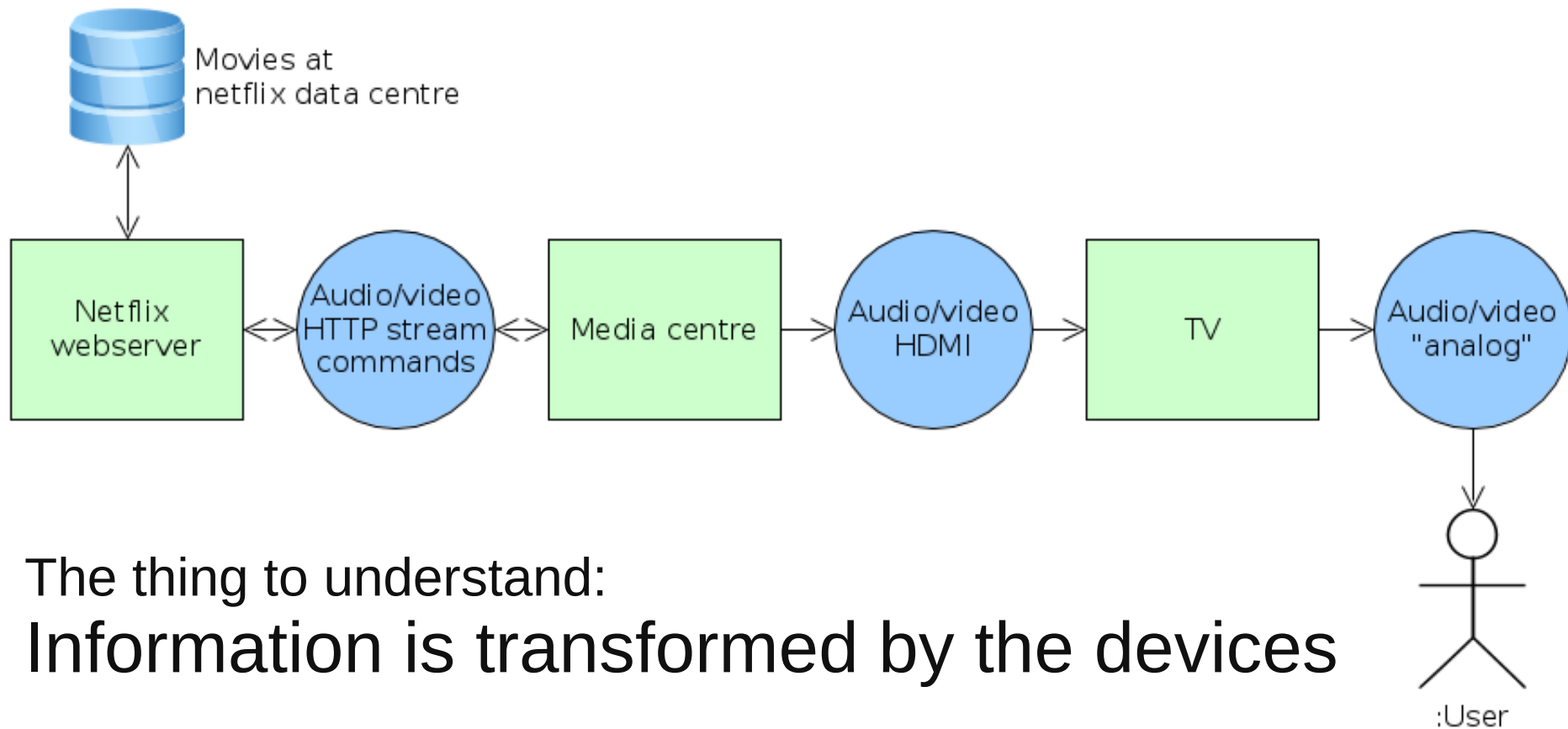
Program Device "Doer"

Just add external devices or user if relevant



Example

How to get movies from netflix



The thing to understand:
Information is transformed by the devices

Your turn

Add a remote control
to the netflix system

Discuss in your group

10 minutes

Conclusion

- Programs may start programs without exchanging data
- Diagrams have domains
- Always consider "information" and "information flow" in all systems

True for analog, digital and non-tech systems

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