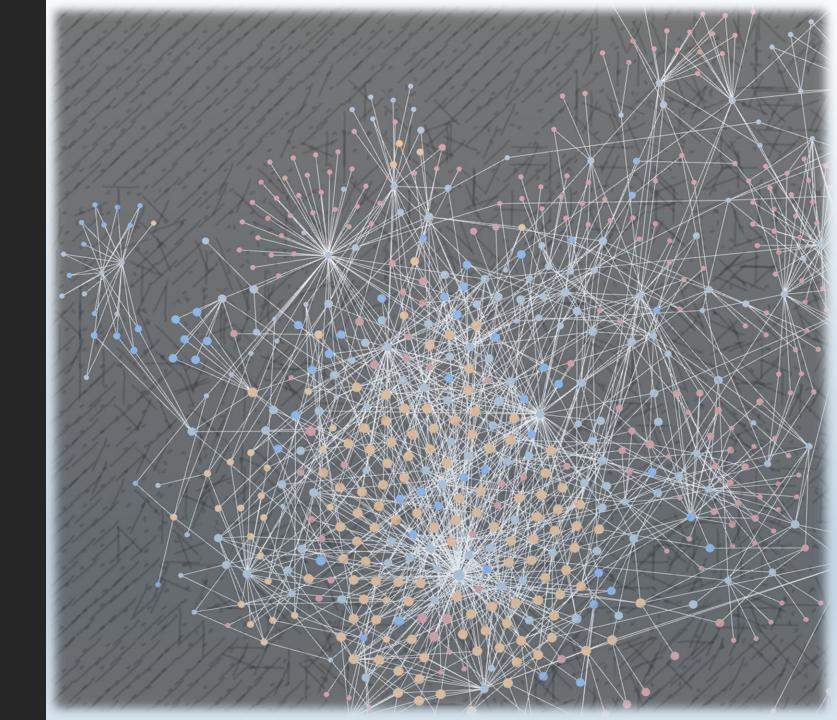


## Personal Knowledge Management

My Workflow With Zettelkasten On Obsidian

# Agenda

- WHAT
- WHY
- HOW
- TIPS
- SUMMARY



### PKM - WHAT

- Abbreviation of Personal Knowledge Management
- Way to organize unstructured knowledge in your mind
- Some common methods
  - Folder (Windows folder)
  - Tag (Mac embedded)
  - Notebook (Digital/Physical)
  - Mindmap (Digital/Physical)

# PKM - WHY

### In general

- ° Structure your life
- o Optimize your learning
- Boost your creativity

Personally speaking

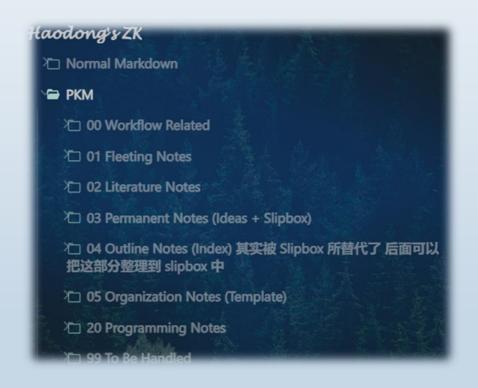


# PKM - WHY

#### In general

### Personally speaking

- Academic (Bachelor)
  - Folder (with <u>CmdMarkdown</u>)
  - Mindmap (with <u>XMind</u>)
- More than academic (Master now)
  - Zettelkasten (with Roam Research)
  - Zettelkasten (with Obsidian)



### PKM - WHY

#### In general

#### Personally speaking

- Academic (Bachelor)
  - Folder (with <u>CmdMarkdown</u>)
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  - Zettelkasten (with Obsidian)

#### SlipBox-HCI-TimePerception

#SlipBox

#SlipBox\_HCI\_TimePerception

#### н₂现状 / gaps / importance

- 研究较少
  - 202202101605 VR 时间感知研究较少 且因素不明
  - 202202101926 游戏情境下 有关时感研究很少
  - 202201181732 目前尚不清楚人脑如何识别时间流逝
- 意义
  - 202202101608 了解 VR 时间感知的意义

#### H2 concepts

- 时距 时序 时感
  - 202202141645 时间感知细分类 时距 时序 时感
- 时距感知
  - 202202071723 时距感知可分为短时估计和长时估计
    - 202201181734 心理时间研究分为长时时间估计和短时时间感知 长时时间估计为控制加工 受认知负载影响 短时时间感知为自动加工 依赖感觉通道 长短时长划分并无严格规定
  - 202202021714 时距感知和时速感知可能并不一样
  - 202202091758 时间感知是一种主观体验 持续时长的感知是一种复杂现象
    - 202202141648 时间感知 高度变化 有弹性 主观
- immersion /flow / presence/ time perception
  - 202202021617 心流状态 不关注时间 时间变快
  - 202201241659 immersion flow time perception 关系不明
    - 202201211227 时速变快和更高沉浸不一定相关
    - 202201241738 沉浸感不影响玩家时间感知
    - 202201241747 玩家忘记时间不是因为沉浸 而是因为自己选择不考虑时间
  - 202202101906 沉浸感 immersion 临境感 presence 与时感可能都无关
- 模型
  - 202201251750 Scalar Expectancy Theory
    - 202202141649 起搏器-累加器模型 pacemaker-accumulator
- 视觉授时因子 光 太阳 清醒时长
  - 202201181810 静止太阳 时间膨胀 认知任务 时间压缩
    - 202202031601 强光会抑制褪黑素分泌
    - 202202031603 长时距的产生与光强无关 与清醒时长高度正相关

#### Zettelkasten

- WHAT
  - Niklas Luhmann
    - 90000+ cards
    - $\circ$  70+ books
    - 400+ papers
  - ° [[Bi-directional Link]]
    - Only 1 instance (change for all)
    - Link relevant content
- HOW



#### Zettelkasten

- WHAT
- HOW
  - 。《How to Take Smart Notes》/《卡片笔记写作法》
    - Fleeting notes
    - Literature notes
    - Permanent notes
    - Slipbox



#### Input

- Get inspiration
- Write Immediately
  - Fleeting notes
- Convert step by step
  - Fleeting -> Literature
    - Add source
    - Add literature citation (from literature vault)
  - Literature -> Permanent
    - Make it self-explained
    - Add relevant bi-link (e.g., support/against/relevant)
  - Permanent -> Slipbox
    - Add to index

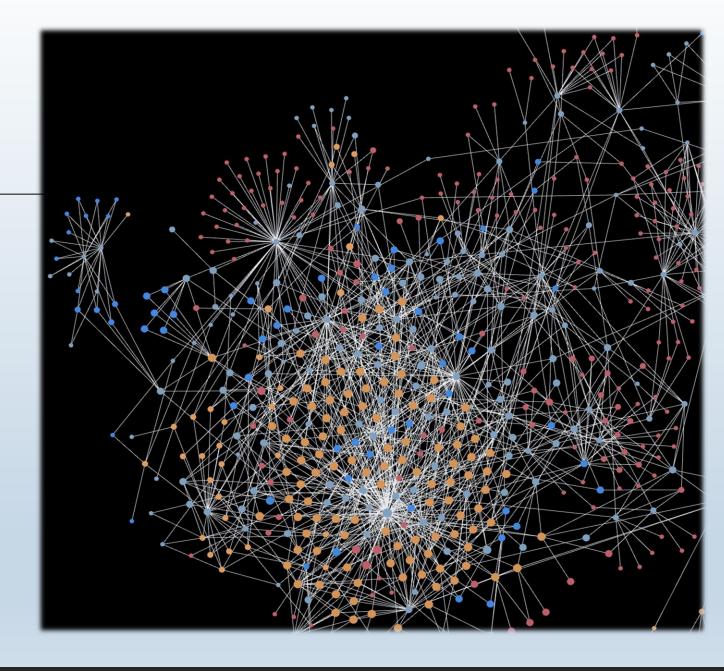
Output



### Input

### Output

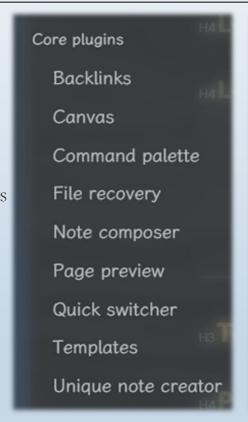
- ° Search from Slipbox
- Start not from empty, but from plenty (permanent notes from Slipbox)

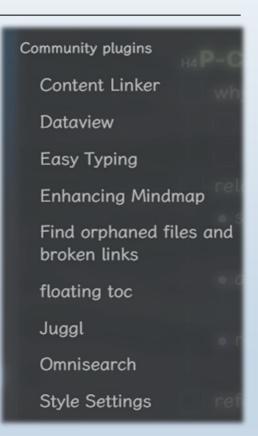


### PKM - TIPS

#### Make your workflow flowy!

- Within Obsidian
  - Make use of plugin!
    - Creating Note Templates & Unique note creator
    - Creating Bi-Link Content Linker & Various Complements
    - Search Omnisearch
    - Other useful Dataview/Easy Typing/Enhancing Mindmap/floating toc
  - Make it looks good to you! (use theme & plugin)
    - Blue Topaz (theme) + Style Settings (plugin)
- Beyond Obsidian





## PKM - TIPS

#### Make your workflow flowy!

- Within Obsidian
- Beyond Obsidian
  - Make your files accessible everywhere
    - OneDrive
  - Save your literature
    - Zotero (don't forget browser plugin)
  - Make your img viewable everywhere/make vault small (useful for website/blog)
    - PicGo+Github (image hosting service)







### PKM - SUMMARY

WHAT

WHY

HOW

#### MOST IMPORTANT

- Keep Thinking!
- Keep Writing (Input + Output)!
- Keep Iterating (workflow)!
- It is just a tool. What matters is your output!

