Lecture 04:

KM Tasks and Methods

Learning objectives

Learners should

- understand what practically can be done in an organization under the "roof" of KM
- be able to distinguish the main activity levels of KM in practice and also to explain explicit actions on each level
- become familiar with the relationships between practical measures and theory which is represented by concepts and frameworks
- know methods and techniques that can support KM tasks in practice
- be able to explain the process of knowledge transfer and sharing in detail based on different transfer models and to compare the model characteristics



(1) Introduction and Preliminary Remarks

































(3) Management Tasks and Methods



- Competency Management
- Knowledge Sharing
- Competitive Knowledge Management



management le		Structures	Activities	Behavior
Role The knowledge related translation of the business objectives	Normative management	Corporate constitution • Legal structures, impacts on KM (confidentiality rules, etc.)	Corporate policy • Knowledge mission statement • Identification of critical knowledge areas	Corporate culture • Sharing knowledge desired • Spirit of innovation • Communication intensity
Function: Establishing a consistent direction of the organizational knowledge management and learning processes Benchmark for the	Strategic management	Organizational structures • Conferences, reporting lines, R&D organization, circle of experience Management systems • EIS, Lotus-Notes	Programs • Cooperation • Establishing core competences • Informatization	Problem behavior • Alignment to knowledge objectives • Problem orientated knowledge identification
success or failure of knowledge management Guide future actions of KM	Operative management	Organizational processes • Control knowledge flows Disposition processes • Knowledge infrastructure • Provision of knowledge	Tasks • Knowledge projects • Implementation of an expert database • CBT introduction	Performance and cooperation behavior • Sharing knowledge • Knowledge in action

Methods for promoting exchange and diffusion of knowledge – **Lessons Learned**

- Lessons Learned is a kind of formalized learning from *mistakes*. Formally conducted lessons learned sessions have to be held. The purpose of documenting lessons learned is to share and use knowledge derived from experience to
 - promote the recurrence of desirable outcomes
 - preclude the recurrence of undesirable outcomes
- Benefits
 - Learning effects (learning from mistakes)
 - Becoming sensitive to problems
 - Identification and conservation of knowledge
- Limits
 - Portability of knowledge and especially experience is questionable
 - Usage of documented experiences not guaranteed



Methods for promoting exchange and diffusion of knowledge – **Story Telling**

Storytelling is a proven way to pass on insights and experiences, since most people are receptive to stories. Knowledge is transferred in form of stories in (distributed) groups, between groups and different organizational units

- · Benefits
 - Procurement of complex circumstances in a concrete context
 - Less prone to criticism of doubters
 - Spread of Best Practices and Lessons Learned
 - Good for Promotion of a brand or products
- Limits
 - Imprecisions and ambiguities allowed
 - Context for target audience is missed



Techniques for Knowledge Representation – **Knowledge Maps**

Knowledge maps offer various possibilities for a structured (graphical) representation of the knowledge of an organization

- Benefits
 - Transparency (who got something respective what not)
 - Knowledge maps are a navigational aid to find relevant knowledge sources (information or people) and simplify search
- Limits
 - Don't map knowledge directly, only the way to it
 - Knowledge diffusion and usage not guaranteed
 - Acceptance problem of technical solution (yellow pages)

















5	e Asset Road	u map		
	Year 1	Year 2	Year	3
Business	More effective pr	oduct innovation		4
Objectives	More effective ca	pture and use of knowled	lge about custo	omer
Leading projects	Redesign-projec	t • • •		/
and actions		Novel products	s project 🔹 🔸	
Knowledge	Design rationale	Multi-disciplinary	y design teams	
management enablers		New/materials	R&D project	
	Helpdesk			Data minin
Knowledge	Preserve Design I			
related processes	Pres	serve and sare customer	knowledge	
Knowledge	•			
assets				





Knowledge Scorecard – adapted version of Balanced Scorecard

Possible Perspectives for KM:

- Knowledge creation or development perspective
- Knowledge usage perspective
- Knowledge spreading / diffusion perspective
- Knowledge retention / storing perspective

(4) Interaction-centeredPerspective - Transfer andSharing of Knowledge







Knowledge Sharing / Knowledge Exchange

Knowledge Sharing is an even more complex process than Information Sharing and usually includes multiple exchange of information as (a) subordinated process(es).

The sharing and exchanging of knowledge goes beyond the 'receipt' of information followed by an internalization process for the receiver. New knowledge elements need to be integrated into the receivers own, already existing, individual knowledge base and memory. This usually requires the development of a common context and building a mutual understanding between the parties involved.

Sharing Mechanisms:

- · Common access to explicit, recorded knowledge
- Directory of experts
- Mentor / coach / apprentice
- Joint projects resource lending
- Meetings in person, virtual







Influence Factors	Characteristics	Significant?
Knowledge Characteristics Sender Qualities	Ambiguity	Yes ^(*)
	Unproven	No ^(*)
	Lack of Motivation	No
	Perceived as unreliable	No
Receiver Qualities	Lack of Motivation	No
	Insufficient Absorptive Capacity	Yes
	Insufficient Retentive Capacity	No
	Barren Organisational Context	No
	Arduous Relationship	Yes



D	early imitation risk (Zander	and Kogut, 1995)	
	Influence Factors	Hypothesis	
	Codifiability ; how far can the required knowledge be articulated into software and/or documents	The higher codifiability, the faster the transfer and the higher the risk of early imitation	
	Complexity ; the number of capabilities and competencies required	The higher the complexity, the more difficult (and slow) the transfer and imitation	
	Teachability ; how easy/hard it is to disseminate, teach and demonstrate the required knowledge	The easier it is to teach, the faster the transfer – and imitation	
	System Dependence; the effort required to assemble the necessary groups of experts and the technology needed	The higher the systems dependence, the longer before the transfer can be effected and imitations could be started.	
	Parallel Development; the number of competitors engaged in similar transfer and/or product development projects	The higher the competitive pressure, the faster the transfer and the earlier the risk of imitation	
	Product Observability ; how easy is it to 'reverse engineer' the product in question or reconstruct it from published Information?	The more observability, the sooner imitations may be expected; (this factor does not apply to internal transfers)	

Kogut tra	ansfer model		
Γ	Internal Transfer	Imitation	
	Codifiability	Codifiability	
Γ	Complexity	Complexity	
	Teachability	Teachability	
Γ	Systems Dependence	Systems Dependence	
	Parallel Development	Parallel Development	
		Product Observability	
-		Proprietary vs. Outsourcing	
_		Key Employee Turnover	
		Continuous Development	
L			













People	Management	Structure	Knowledge
 Inertia to change Too busy- no time to learn No discipline to act Lack of motivation Constant staff turnover Transferring knowledge to new people Teaching older employees new ideas 	 The fear of giving up power The difficulties of passing on power Challenging traditional company style Imposed constraints Lack of understanding about formal approaches 	 Inflexible company structures Fragmented organizations Functional silos Failure to invest in past systems 	 Extracting knowledge Categorizing knowledge Rewarding knowledge Understanding knowledge mgt. Sharing between key knowledge groups Making knowledge widely available



