

# **Knowledge Management**

# Knowledge Management of Farmers

- Knowledge is different from data and information
- Knowledge is embedded in processes and technologies
- Knowledge has an implicit and explicit dimension
- Knowledge **sharing** is an important knowledge management process
- Knowledge sharing benefits farmers

## Knowledge Management

- Process to help organization identify, select, organize, disseminate, transfer information
- Structuring enables problem-solving, dynamic learning, strategic planning, decision-making
- Leverage value of intellectual capital through reuse

## Types of Knowledge

- **Explicit** – Codified, recorded or actualized into some form outside of the head
  - Books, periodicals, journals, maps, photographs, audio-recordings
  - Webpages, websites, portals

- **Tacit** – Knowledge from experience and insight, not in a recorded form, but in our heads, intuition
- Intellectual capital -
  - Doesn't mean much unless packaged in useful ways
  - Technology and global environment is redefining “useful ways”

# Theoretical base

- Facts examined by our ancestors in the laboratory of nature during time and reached us is called **indigenous knowledge**
- Despite the indigenous knowledge, **science based knowledge** is a product of scientific thinking and analogy

Natarajan (2000) states that knowledge that is in the context of the human mind is called **tacit** knowledge and when it is expressed in any form is called **explicit** knowledge

# Knowledge Matrix

**Very  
Rare  
Commodity**

**Rare  
commodity**

	<b>I</b>	<b>S</b>
<b>E</b>	<b>EI</b>	<b>ES</b>
<b>T</b>	<b>TI</b>	<b>TS</b>

**Most  
Prominent  
commodity**

**Frequent**

# Knowledge Requires Capture, Organization, Access and Leverage

## • OLD WAY

- **Capture** form is written, auditory or graphical representations
- **Organization** is via tables of content, indexes, libraries, etc
- **Access** when physical body goes to a library, a company, a research laboratory, a school
- Tacit knowledge rarely tapped
- **Leverage** is a sum game



## • NEW WAY

- **Capture** from is digits in cyberspace
- **Organization** via software programs in cyberspace 24/7/365
- **Access** the physical bodies link via computers
- **Tacit** knowledge tapped using technological tools
- **Leverage** is exponential, multiples upon multiples

# Approaches to Knowledge Management

- Process Approach
  - Codifies knowledge
    - Formalized controls, approaches, technologies
    - Fails to capture most tacit knowledge
- Practice Approach
  - Assumes that most knowledge is tacit
    - Informal systems
  - Social events, communities of practice, person-to-person contacts
    - Challenge to make tacit knowledge explicit, capture it, add to it, transfer it

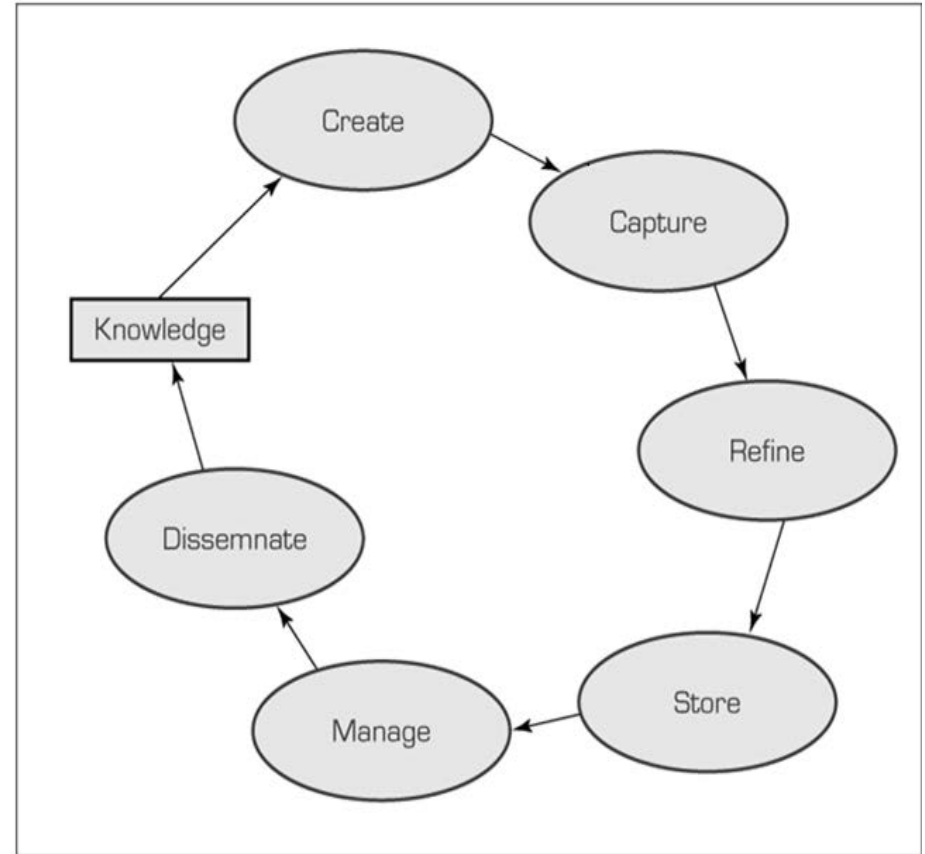


# Approaches to Knowledge Management

- Hybrid Approach
  - Practice approach initially used to store explicit knowledge
  - Tacit knowledge primarily stored as contact information
  - Best practices captured and managed
- Best practices
  - Methods that effective organizations use to operate and manage functions
- Knowledge repository
  - Place for capture and storage of knowledge
  - Different storage mechanisms depending upon data captured

# Knowledge Management System Cycle

- Creates knowledge through new ways of doing things
- Identifies and captures new knowledge
- Places knowledge into context so it is usable
- Stores knowledge in repository
- Reviews for accuracy and relevance
- Makes knowledge available at all times to anyone



# Conclusion

- Knowledge is a commodity
- Needs to be managed for the benefit of community
- IT tools facilitate the process