Information infrastructures such as search engines, classification systems, and libraries control how we access and assemble information to do information work. But are they designed with creative knowledge work in mind? What would our information standards and highways look like if they were designed so that creative work was of a choice than a chance occurrence? To answer this question, we need to integrate deep understanding of how creativity works (what is) with exploration of design possibilities (what could be). I will discuss one thread of this bigger question: how can we build authoring tools that enable scholars and scientists to record their ideas (e.g., notes on literature they read, novel hypotheses and theories) in a way that makes it easier for themselves and others to remix for creative sensemaking and synthesis? The overarching goal is to significantly increase knowledge workers’ access to the full range of relevant knowledge for their work, including those that might lie outside their domains of expertise.

Tuesday, 10 March 2020
11:00 am – 12:00 noon
Hornbake South Room 2119
https://casci.umd.edu