



Source: Condé Nast Traveler



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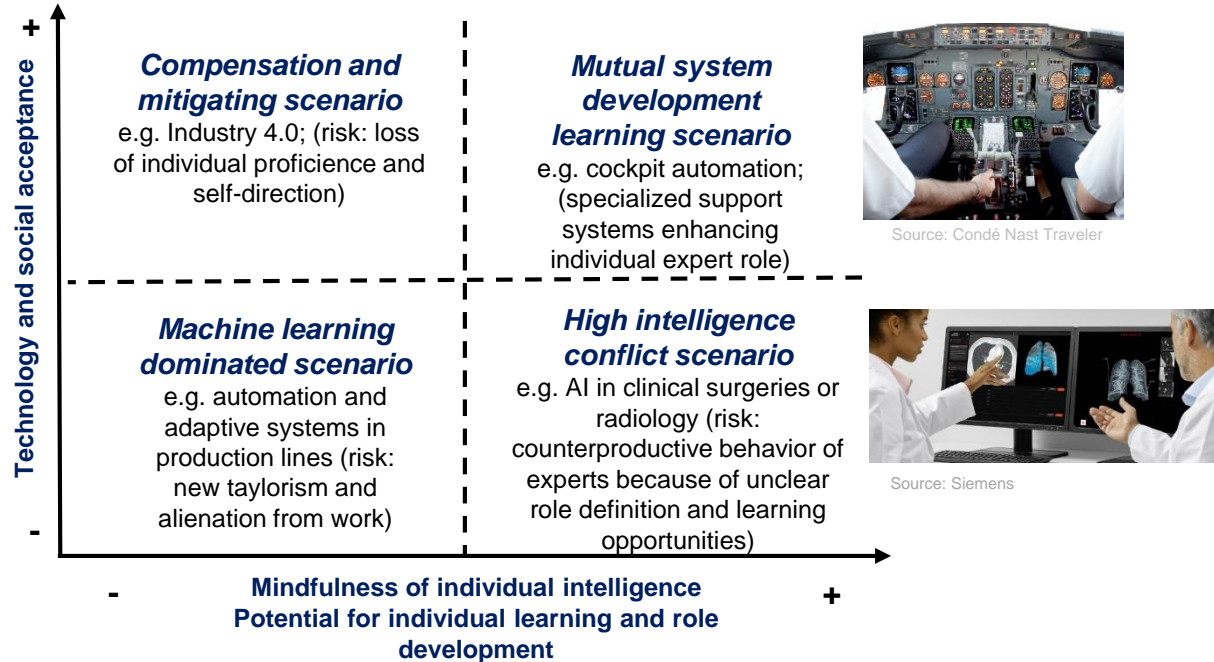
**RUB**

## **RUHR-UNIVERSITÄT BOCHUM**

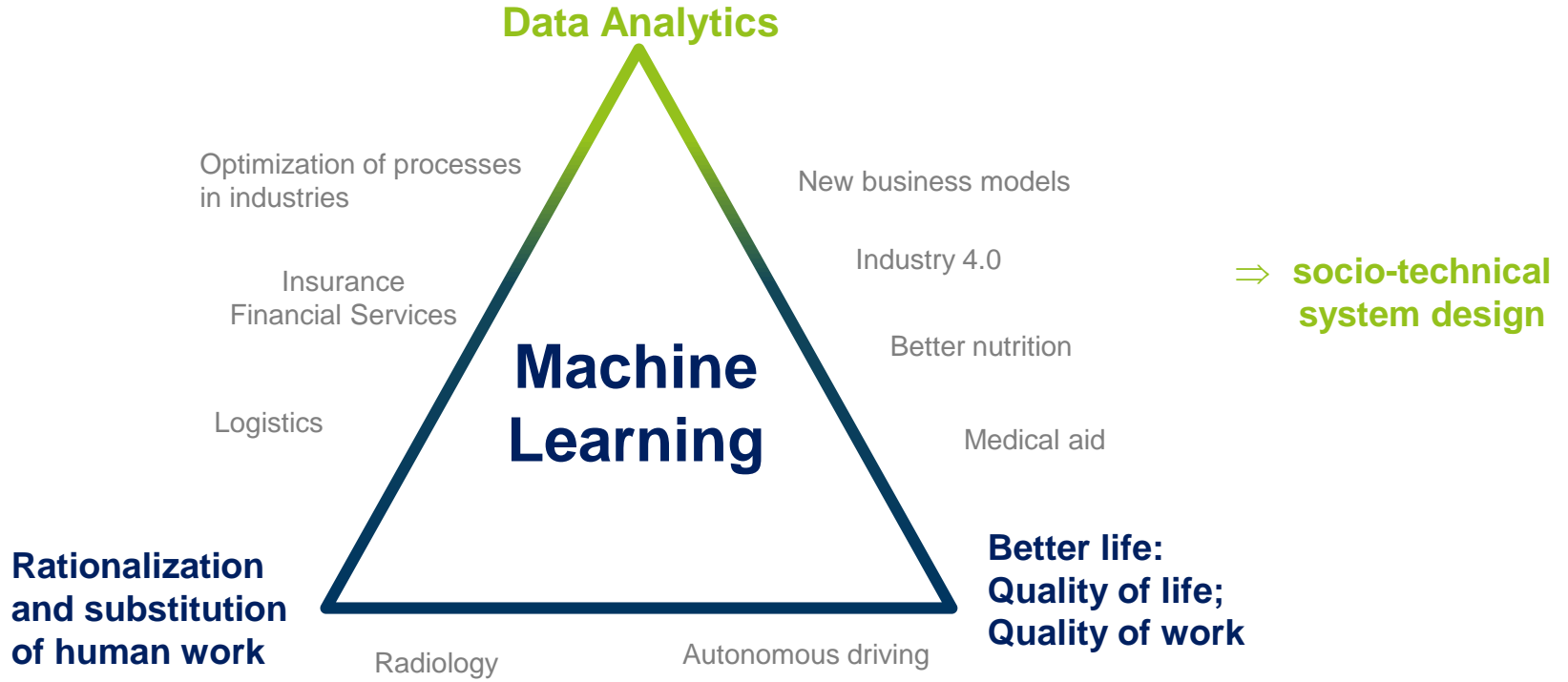
### **TOWARDS AN AI LEARNING CULTURE - FACING THE SYSTEM ENTIRE LEARNING POTENTIAL OF MACHINE, INDIVIDUAL AND ORGANIZATIONAL LEARNING**

ENGELTOFTA SYMPOSIUM: RETHINKING AND REINVENTING LEARNING, EDUCATION, AND COLLABORATION IN THE DIGITAL AGE —  
FROM CREATING TECHNOLOGIES TO TRANSFORMING CULTURES, STOCKHOLM, SEPT. 17-20, 2019

**Prof. Dr. Uta Wilkens**



Wilkins & Dewey 2019



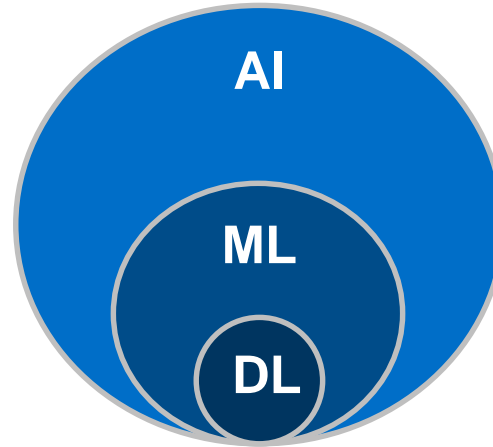
See Arlindo Oliveira, 2019

## Artificial Intelligence (AI)

- Smart solutions
- Voice analysis
- Process planning

## Deep-Learning (DL)

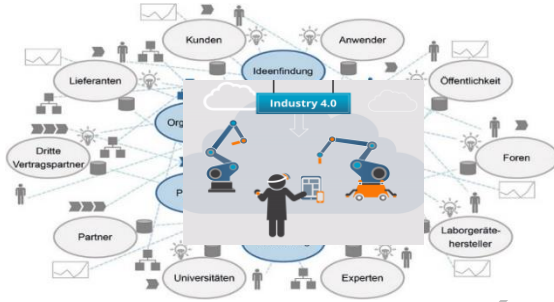
- Neuronal networks



## Machine Learning (ML)

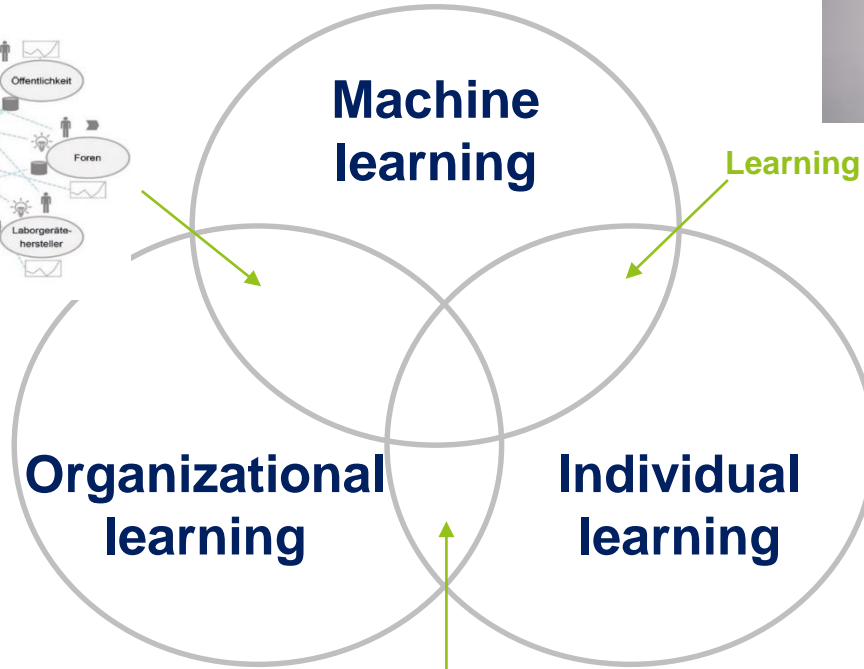
- Big data
- Statistics
- Algorithms
- hardcoding

see Kuhlenkötter & team members



**System learning**

On the job



**Institutionalization; capability development**

On the job



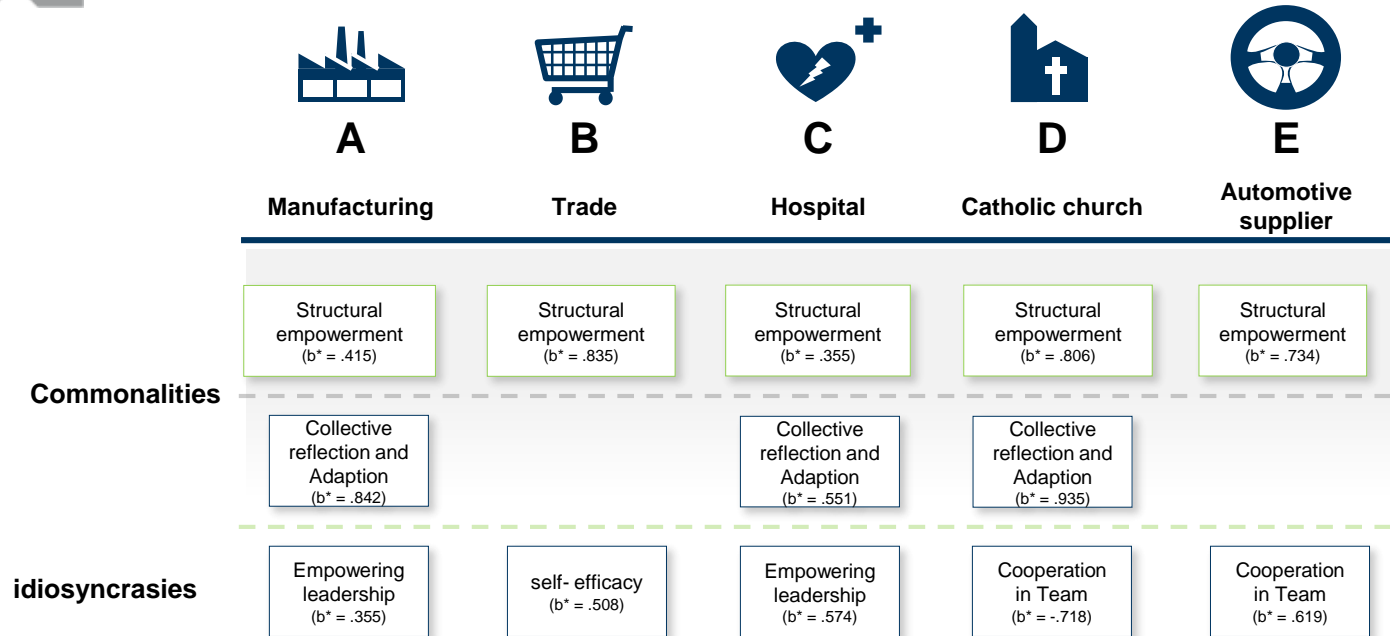
**Learning tools**



On the job & near the job

# MICRO-FOUNDATION OF DYNAMIC CAPABILITIES

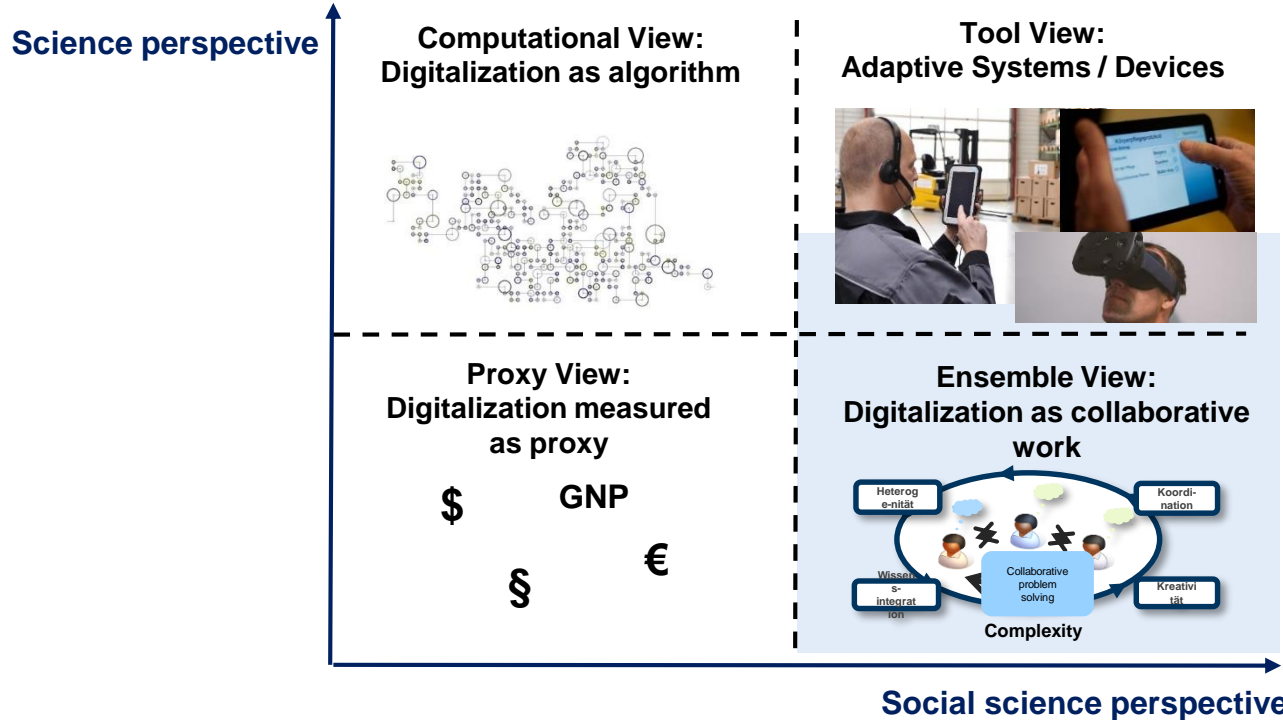
## MULTIVARIATE DISCRIMINANT ANALYSIS IN FIVE CASES



$b^*$  = standardized discriminant coefficient

Wilkins & Sprafke 2019: WILKENS, U. & SPRAFKE, N. (2019): Micro-variables of dynamic capabilities and how they come into effect – Exploring firm-specificity and cross-firm commonalities. In: Management International. (published in August 2019)

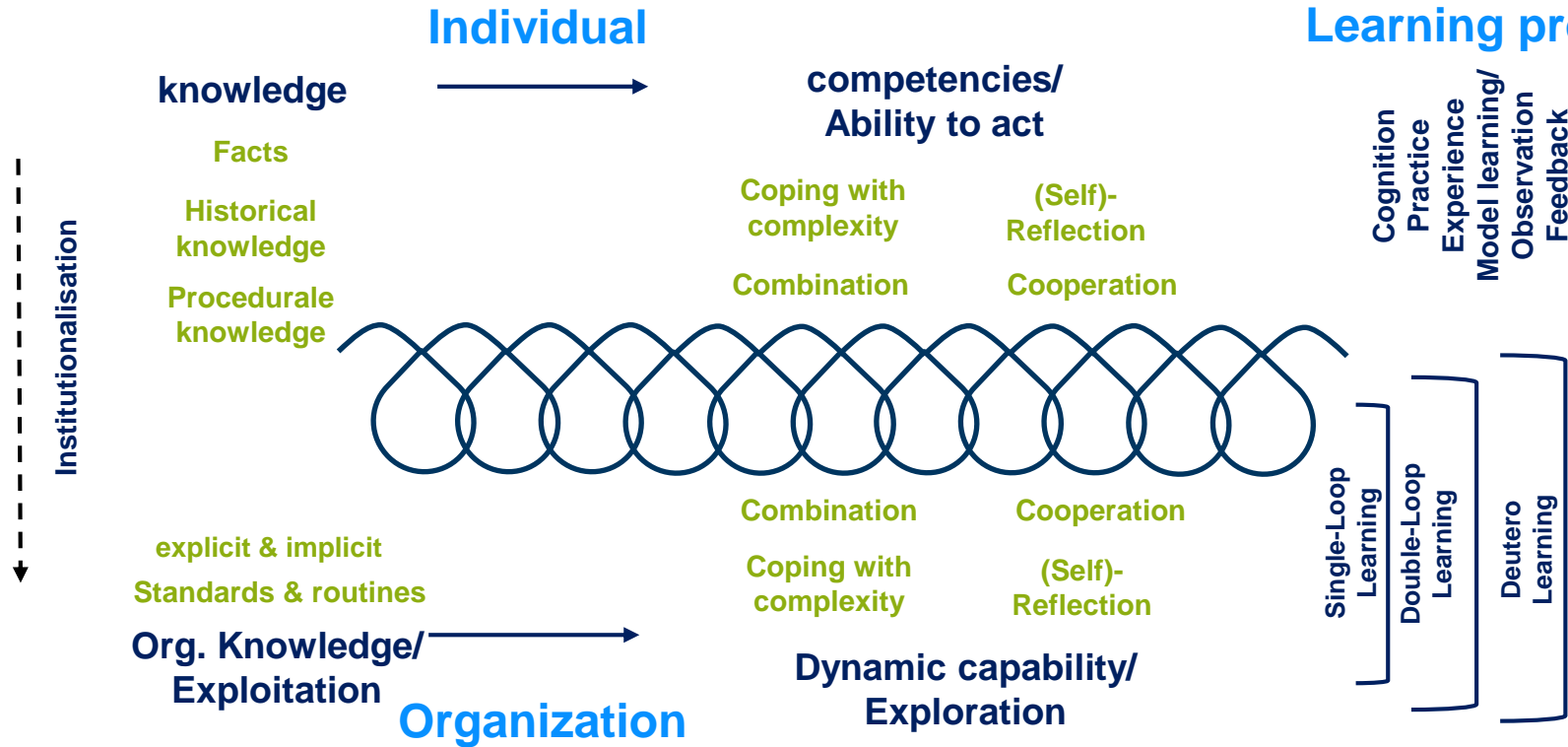
# ...INTEGRATE DIFFERENT PERSPECTIVES ON HOW TO COPE WITH THE IT ARTEFACT



Inspired by:

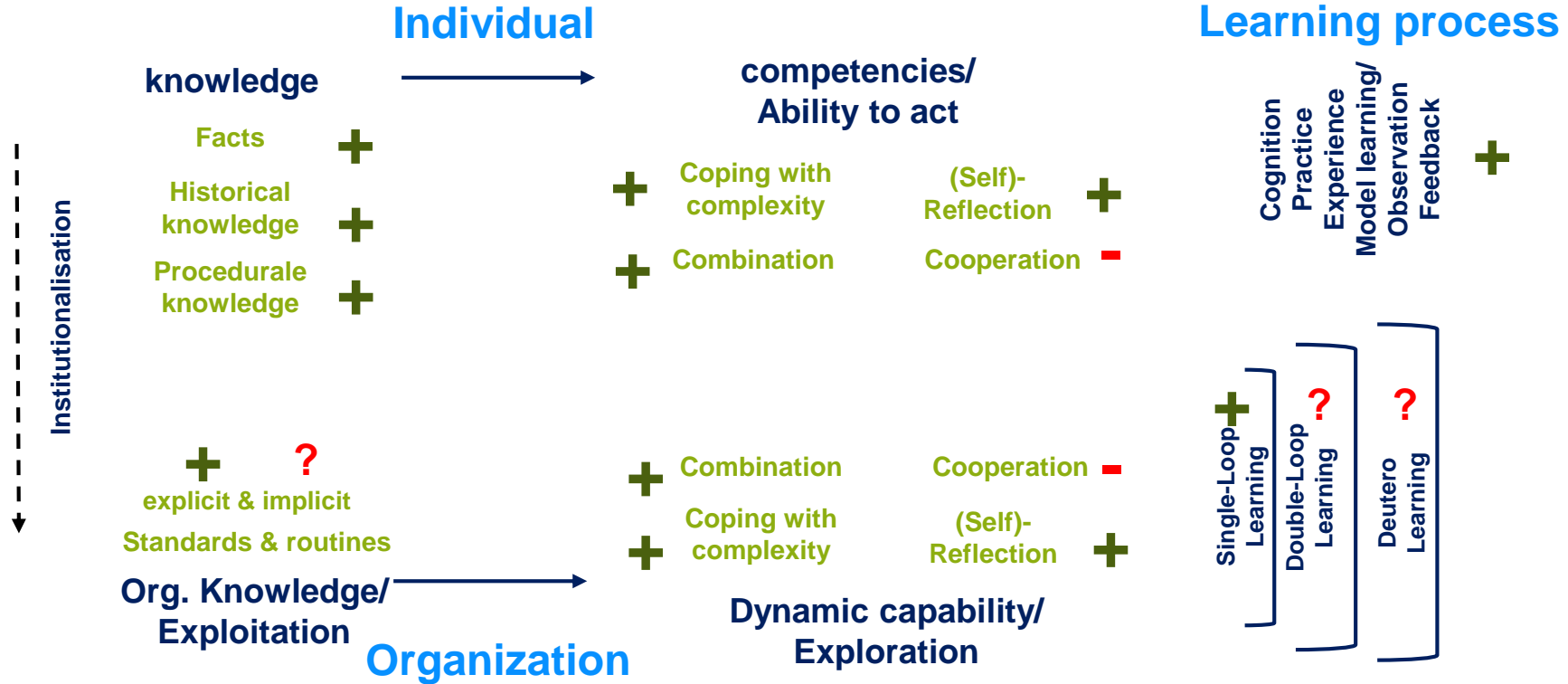
Wanda J. Orlikowski & C. Suzanne Iacono (2001) In: Information Systems Research, Vol. 12, No. 2, 121–134

Saeed Akhlaghpour, Jing Wu, Liette Lapointe, Alain Pinsonneault (2013): In: Journal of Information Technology, 28, 150–166



Vgl. Bandura 1986, Trautner 1992; Heideloff & Baitsch 1998; Wilkens et al. 2006; Cyert & March 1963; Argyris & Schön 1978; Crosan et al. 1999, March 1990; Eisenhardt & Martin 2000; zusammenfassend Wilkens et al. 2019

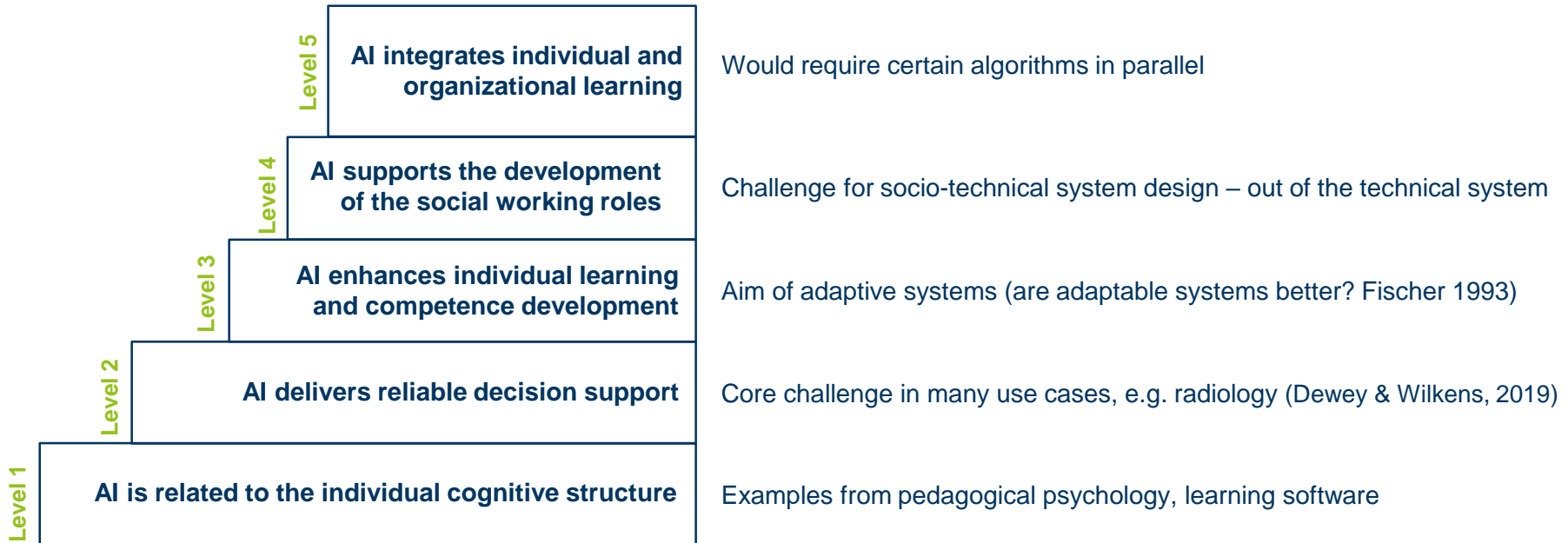




- **AI has a high potential for enhancing individual and organizational learning processes: AI enhances cognitive learning, feedback and reflection**
  - **Other social dimensions of learning – especially cooperation – cannot be reinforced by AI**
  - **Implicit knowledge can hardly be explored by AI (see also Vladova et al. 2019)**
  - **The contribution of AI to organizational learning is almost reduced to single-loop learning**
- ⇒ **There is a need for off-the job learning scenarios for embedding and framing AI in the workplace in socio-technical system design**

AI	Human Intelligence
Based on data	cognitive and social dimension (incl. emotions, norms and values, intuition, ...)
Highly specialized, context specific, no multifunctionality	Flexible, can be transferred to multiple contexts
Infinite capacity, no system-specific failure (but: based on man-made data of bounded rationality)	Bounded capacity, subjective perspective, biased information (risk of failure)
Optimization with big data	Optimization with multiple learning processes

## State of the art



See Wilkens, Lins, Prinz, Kuhlenkötter 2019



	Adaptive	Adaptable
<b>Definition</b>	<ul style="list-style-type: none"> <li>dynamic adaptation by the system itself to current task and current user</li> </ul>	<ul style="list-style-type: none"> <li>user changes (with substantial system support) the functionality of the system</li> </ul>
<b>Knowledge</b>	<ul style="list-style-type: none"> <li>contained in the system</li> <li>projected in different ways</li> </ul>	<ul style="list-style-type: none"> <li>knowledge ist extended</li> </ul>
<b>Strengths</b>	<ul style="list-style-type: none"> <li>little (or no) effort by the user</li> <li>no special knowledge of the user is required</li> </ul>	<ul style="list-style-type: none"> <li>user is in control</li> <li>system knowledge will fit better</li> <li>success models exist</li> </ul>
<b>Weaknesses</b>	<ul style="list-style-type: none"> <li>user has difficulty developing a coherent model of the system</li> <li>loss of control</li> <li>few (if any) success models exist (except humans)</li> </ul>	<ul style="list-style-type: none"> <li>systems become incompatible</li> <li>user must do substantial work</li> <li>complexity is increased (users need to learn and know to interact with the adaption component)</li> </ul>
<b>Mechanisms Required</b>	<ul style="list-style-type: none"> <li>models of users, tasks and dialogs</li> <li>knowledge base of goals and plans</li> <li>powerful matching capabilities</li> <li>incremental update of models</li> </ul>	<ul style="list-style-type: none"> <li>layered architecture</li> <li>human problem-domain communication</li> <li>„back-talk“ from the system</li> <li>design rationale</li> </ul>
<b>Application Domains</b>	<ul style="list-style-type: none"> <li>active help systems</li> <li>critiquing systems</li> <li>differential descriptions</li> <li>user interface customization</li> </ul>	<ul style="list-style-type: none"> <li>end-user modifiability</li> <li>tailorability</li> <li>information filtering</li> <li>design in use</li> </ul>

see also Leonardi & Barley, 2010; Orlikowski, 2000, 2004

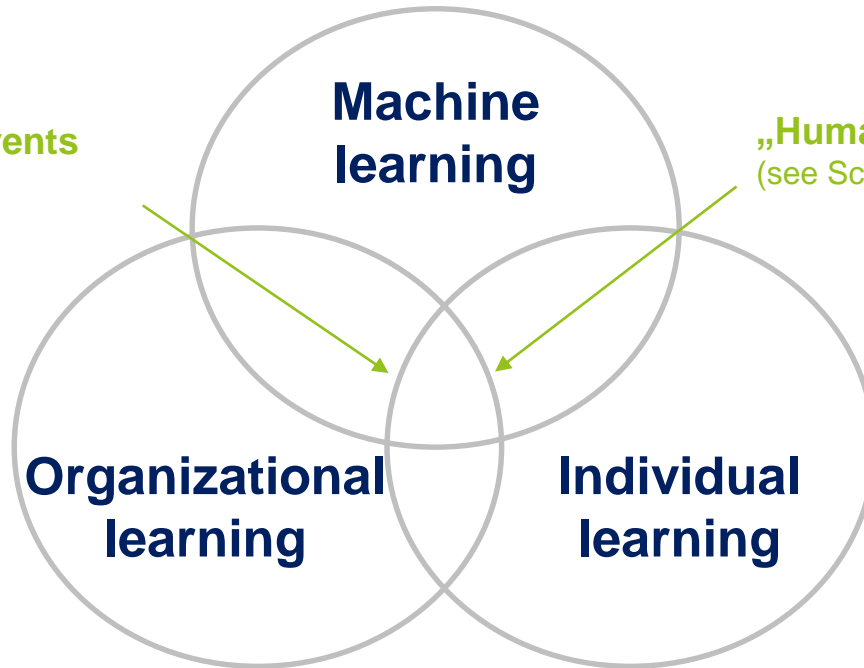
Source: Fischer, 1993, 56

## Social learning events



Source: Das JetSim-Flugsimulator-Event  
Berlin: jetsim.de

Near the job; Off-the job



„Human-in-the-loop“ practices  
(see Schuler, Hämmerle, Bauer, 2019)



Source: Condé Nast Traveler  
On the job, after action



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