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Dretske says that the information is largely independent of the beholders that he calls conscious agents. Although when he talks of it he sees it as a flow (of information) that goes from point S (source) to point R (receiver). Sources are called here the generators of information. This point of view is interesting for me because I like the idea of those generators as an ensembles of possibilities and probabilities that are reduced to get those proper information. I think that this dice experiment is giving very clear view of what Dretske had in mind but I don't have a clue where that 2.6 The knowledge flows, identified in the previous stage, are analyzed to discover the problems that may be affecting them. For example, whether the information generated from an activity is not captured, or whether there are sources that might be able to assist in the performance of certain activities, but that are not consulted by the people in charge of them. To do this, we propose using problem scenarios, which are stories describing a problem that is taking place in the process being analyzed (Rodriguez-Elias, Martinez-Garcia, Vizcaino, Favela, & Piattini, 2005). This framework proposes four main steps that can be used to analyze information systems as knowledge flow enablers. First, the application domain of the system is defined.