



**Figures 1-4 of the poster (reverse side)**  
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The developed code can be applied using the following rules; an example is given in Figure 3.

- 1 Define a concrete decision point and a related unknown
- 2 Order the following points in time for the specific decision
  - the day of the mapping - today (T),
  - the decision (X),
  - the reference point of the decision (P),
  - the recognition (Figure 2) of the unknown (R),
  - the manifestation (Figure 2) of the according known (M)
- 3 Assign a (non-)knowledge quality indicator to each point in time (Figure 3, grey box)
- 4 Code and describe your handling and evaluation at each point in time (Figure 3, \*)

Figure 1 explains step-by-step how the code can be used by a decision maker for a specific decision and an according unknown. Usually there are many unknowns related to a decision and it is recommended to code several unknowns and find one's own patterns of evaluation and handling. The patterns emerging from coded unknowns, their evaluation and handling would then allow to read out possible principles of non-knowledge literacy and apply them explicitly.

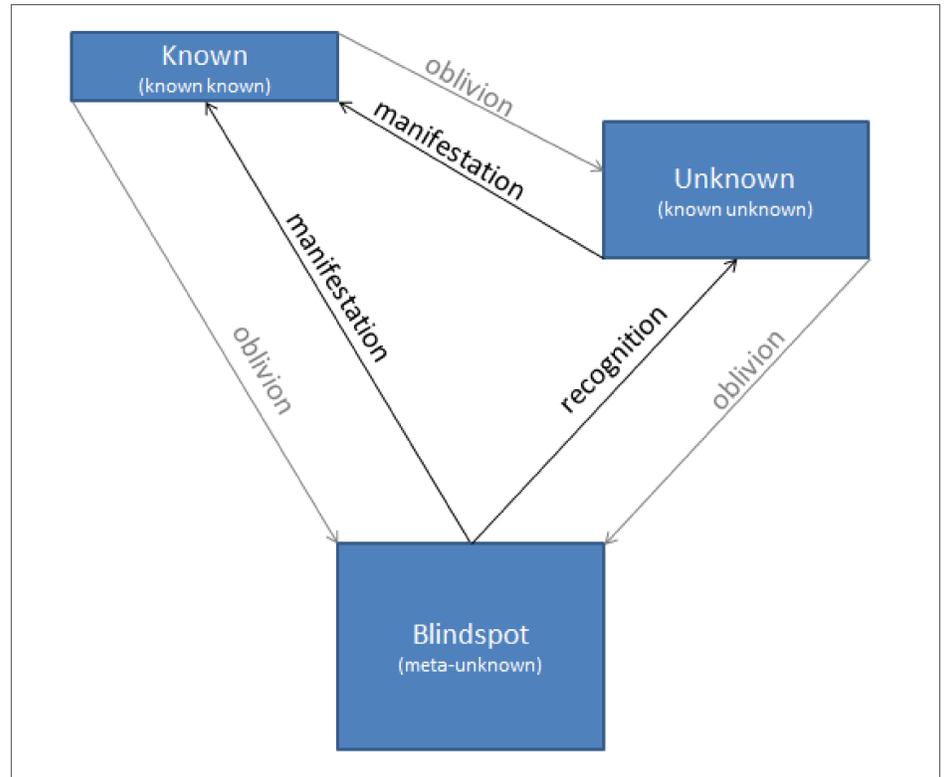


Figure 2 distinguishes three forms of (non-)knowledge: knows, unknowns and blindspots. It visualizes their relation by recognition, manifestation and oblivion. The (non-)knowledge would be held by an individual, a group or society. The black processes should be considered for the question at hand. A blindspot can either become an unknown by recognition, or it can become a known by manifestation. An unknown can become a known by manifestation. Oblivion can reverse these processes.

Figure 3 gives an example application of the code for the following decision and the related unknown

- 1 **Decision:** I decided which method to use for a future event  
**Unknown:** I do not know what will change

2		Timing
	X	Decision
	P	Reference point of X
	T	Today

2	R	Recognition
	M	Manifestation

4	E	Evaluation
	H	Handling

3		Quality indicator
	B	Blindspot
	N	Neglected
	A	Ambiguous
	C	Clear
	D	Clearly emerged

2,3,4 X B E\* < T =R C E\* < P =M C H\*

\* scenario thinking  
 \*\* adaptive management

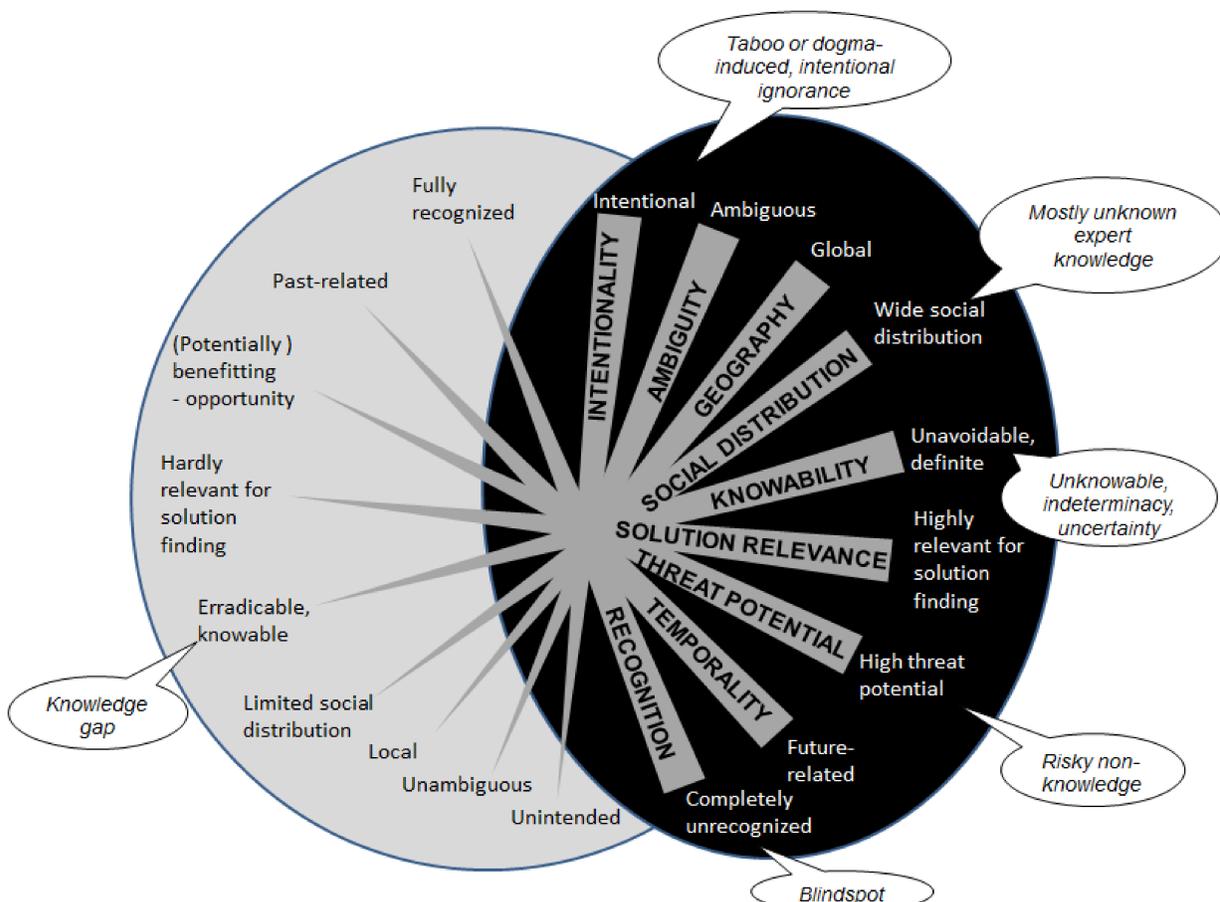


Figure 4 shows the non-knowledge map for sustainability, as published by Ibsch and Hobson (2012). This map suggests investigating non-knowledge according to nine dimensions (intentionality, ambiguity, geography, social distribution, knowability, solution relevance, threat potential, temporality and recognition) with two poles each. It also suggests non-knowledge types in bubbles.

This map was used in interviews on concrete unknowns from decisions (as in the example given in Figure 3). The map was not suitable in the interviews, so that it was simplified into the code explained above (Figures 1 and 3), which allows a very heuristic do-it-yourself assessment of unknowns.

The code integrates all nine dimensions of the non-knowledge map for sustainability by mapping over time and assigning a quality indicator, recognition, manifestation, handling and evaluation of (un)knowns.