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## The Logic of Information Design

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## ① Premise

② Information, Uncertainty, Ignorance

③ Design of Information Flows

④ The Lambda Model

**(5)** Conclusion: the Politics of Uncertainty

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⑤ Conclusion: the Politics of Uncertainty

### 1) Premise

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## ③ Design of Information Flows

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**(5)** Conclusion: the Politics of Uncertainty

### 1) Premise

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## ③ Design of Information Flows

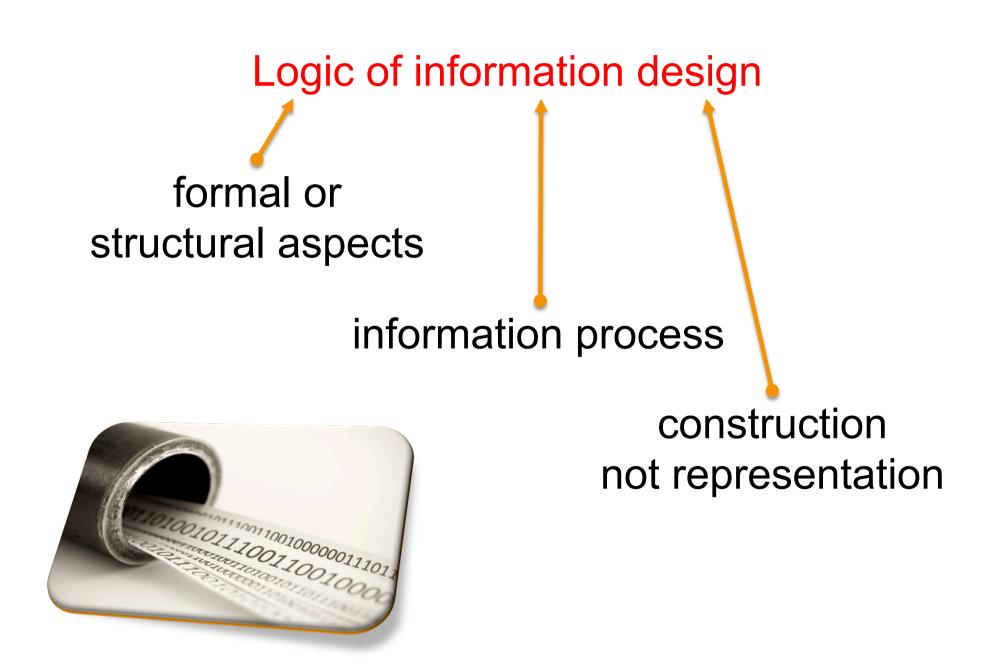
④ The Lambda Model

**(5)** Conclusion: the Politics of Uncertainty

### 1) Premise

② Information, Uncertainty, Ignorance

- ③ Design of Information Flows
- ④ The Lambda Model
- (5) Conclusion: the Politics of Uncertainty



Not about how information becomes available (e.g. database design), but how it becomes accessible.

More Shannon (communicating) than Turing (processing).

Part of The Politics of Information.



#### Information as answered question.



#### Information as answered question



#### Alice has Q and right A $\iff$ Alice has I

1) things that she knows, e.g., there is a monster hiding (she is afraid).

2) things that she knows that she does not know, e.g., where the monster is hiding (she is looking for it).

3) things that she is not quite sure she knows, e.g., whether her weapons are sufficiently powerful to kill the monster (she wants more).

4) things that she does not even know that she does not know, e.g., there is a magic sword that can kill the monster (she may fail).

## information

#### insipience

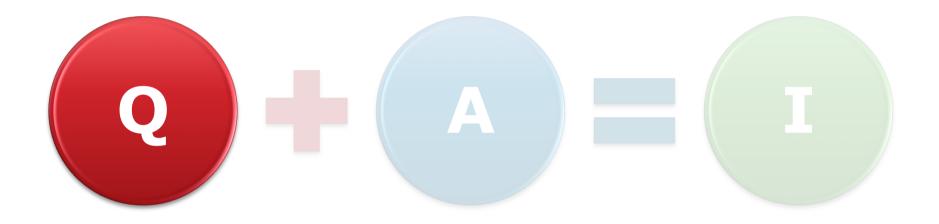
#### uncertainty

#### ignorance

#### Alice is... informed



### Alice is... uncertain

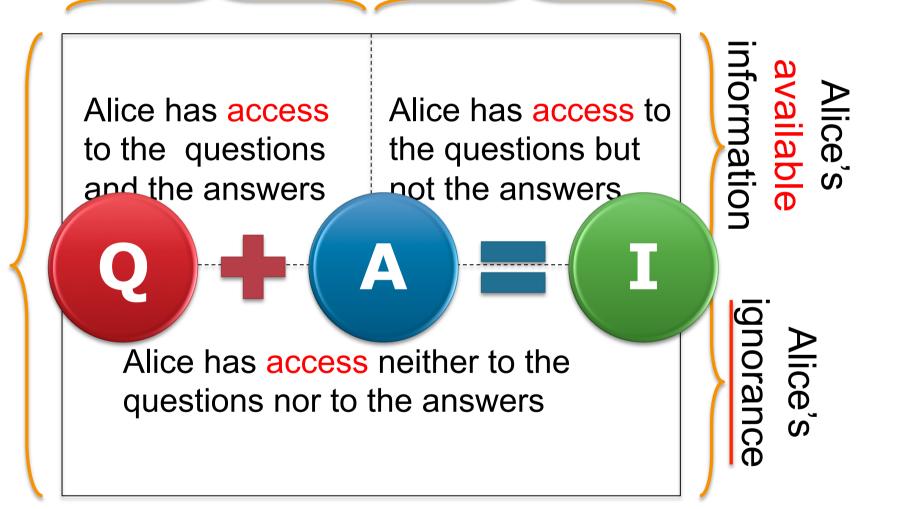


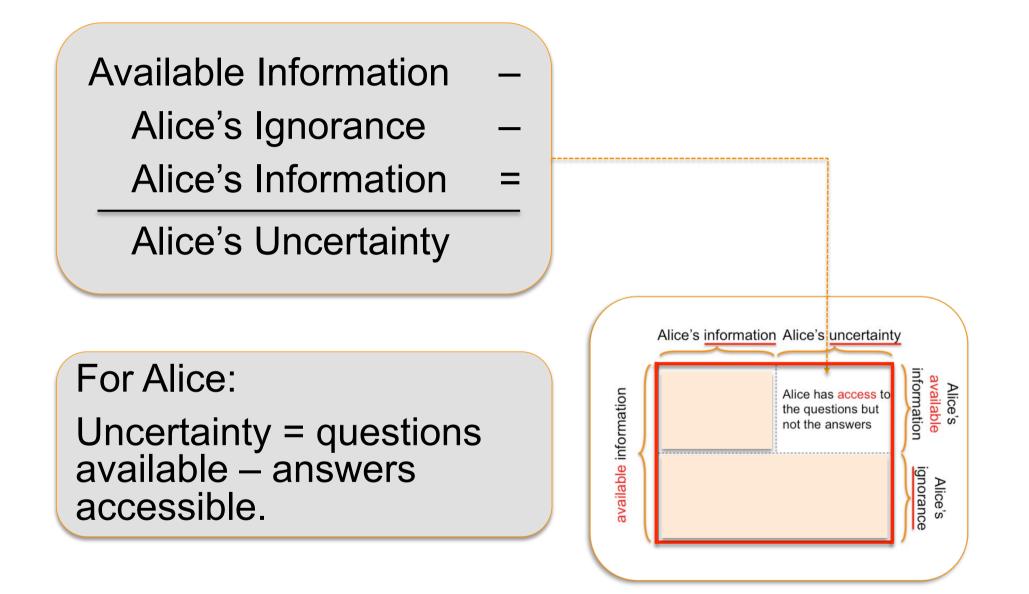
## Alice is... ignorant



#### Alice's information Alice's uncertainty





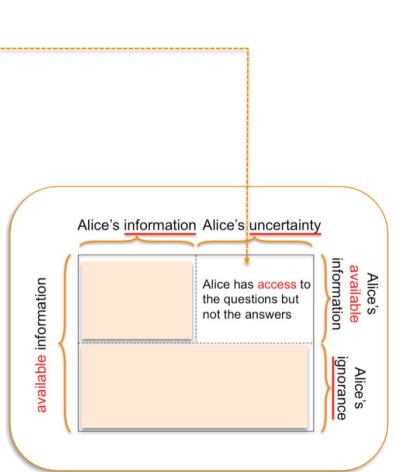


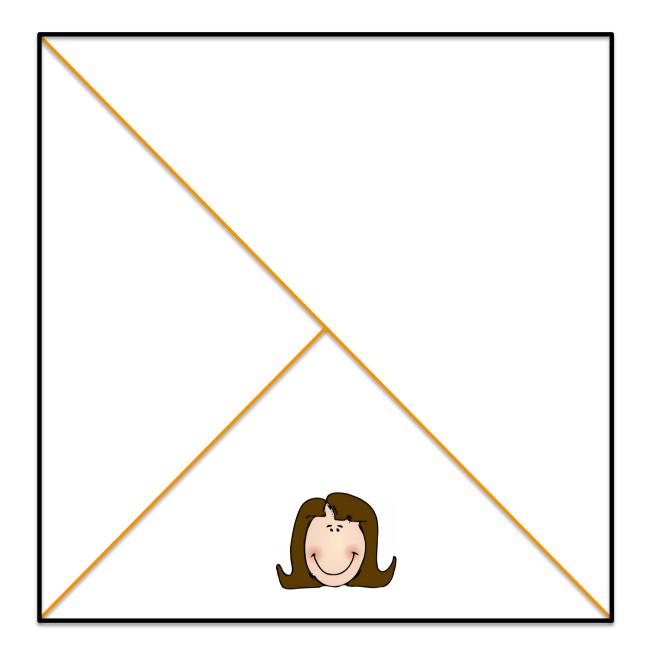
Simplest context: Alice's uncertainty is binary. More complex contexts: Alice's uncertainty is a

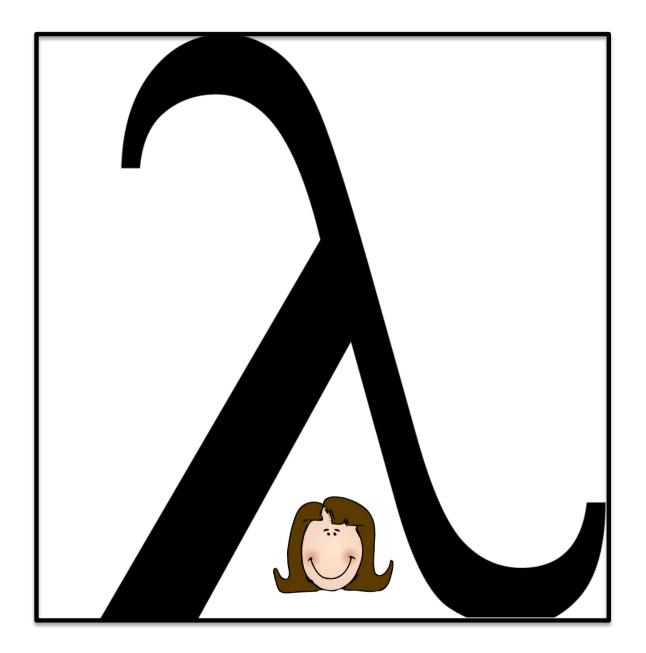
matter of design.

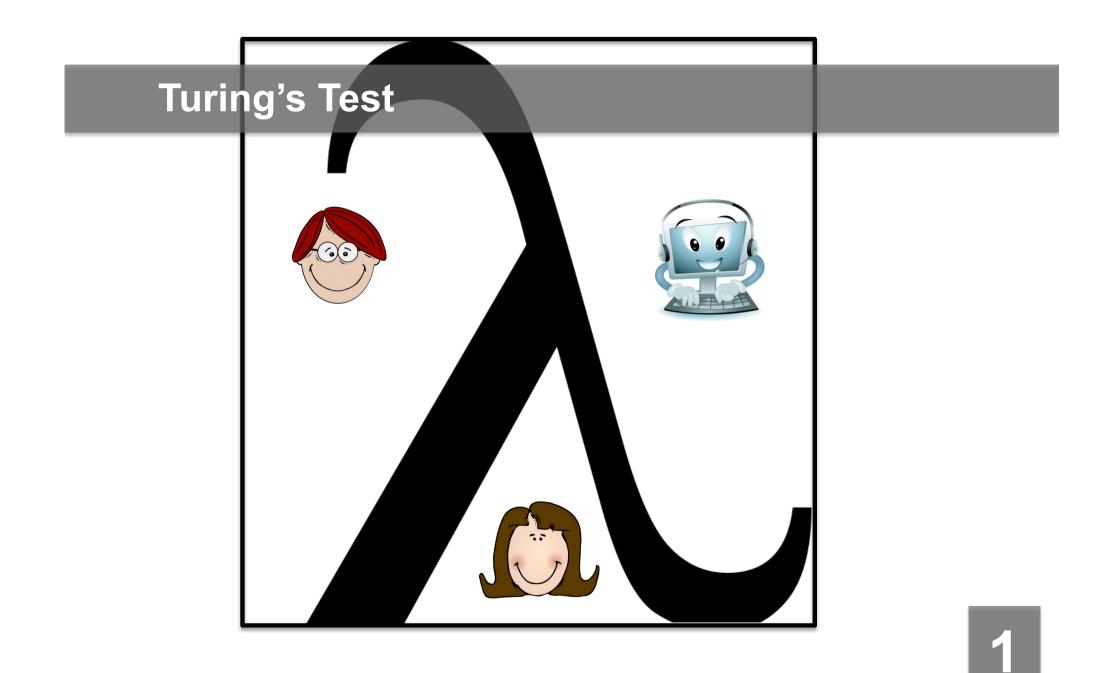
Logic of information design

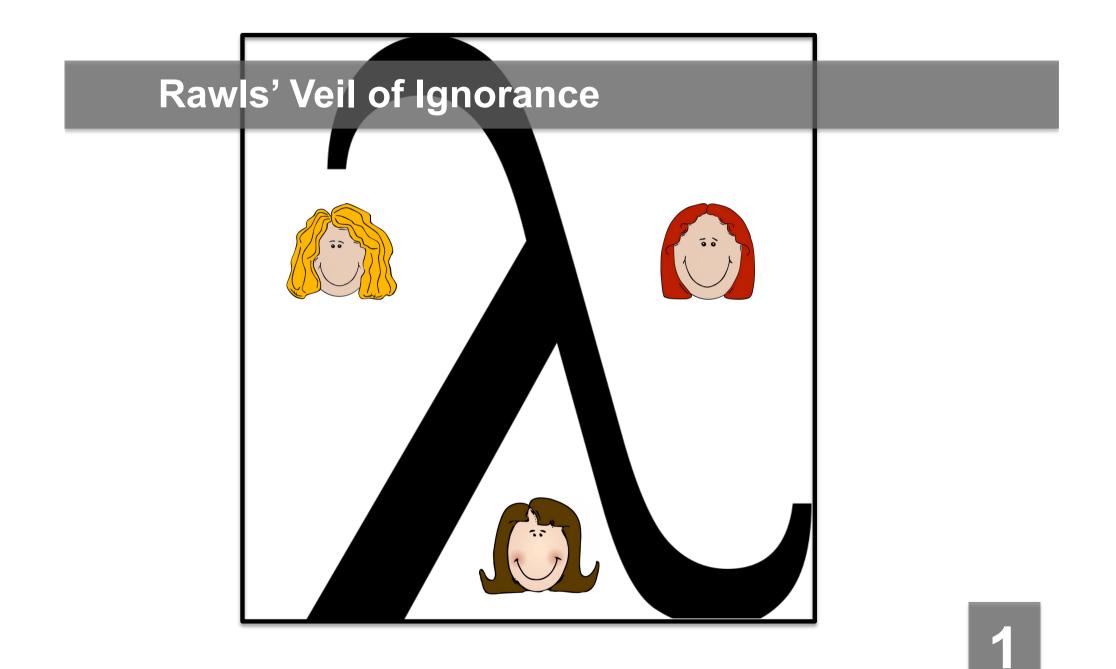
Design of the information flows regulating uncertainty



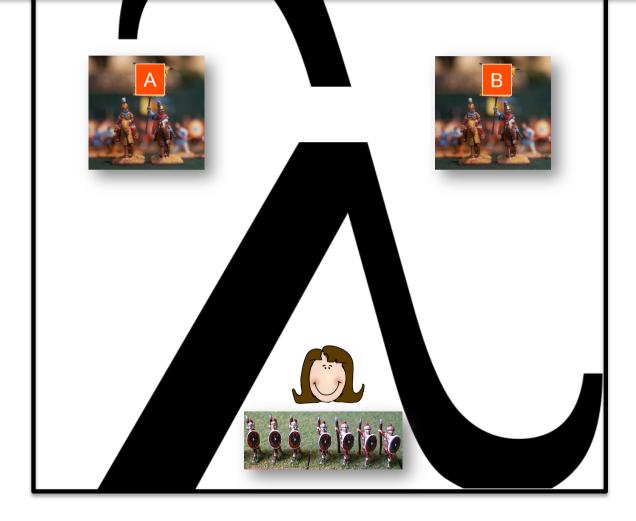


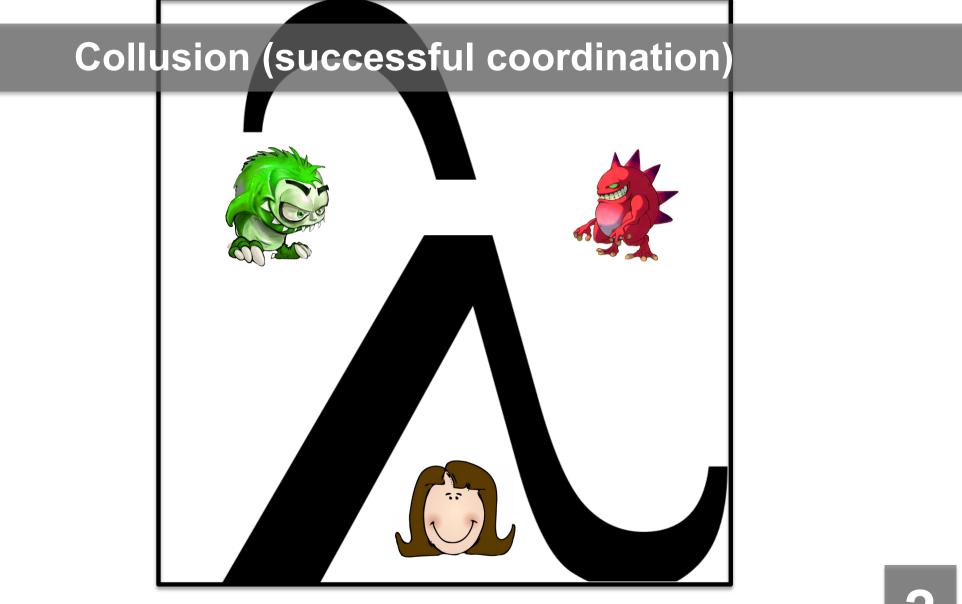


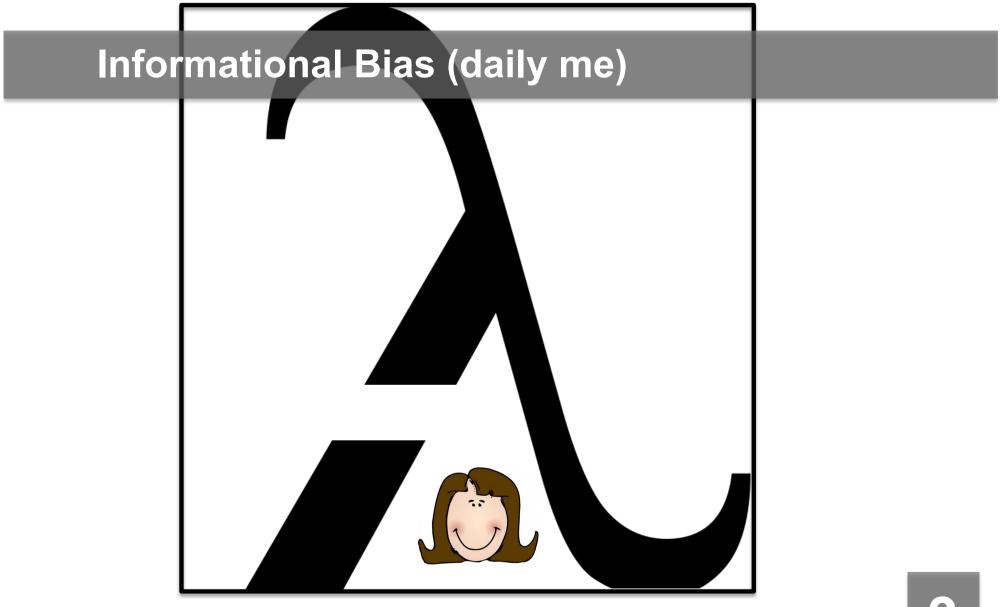


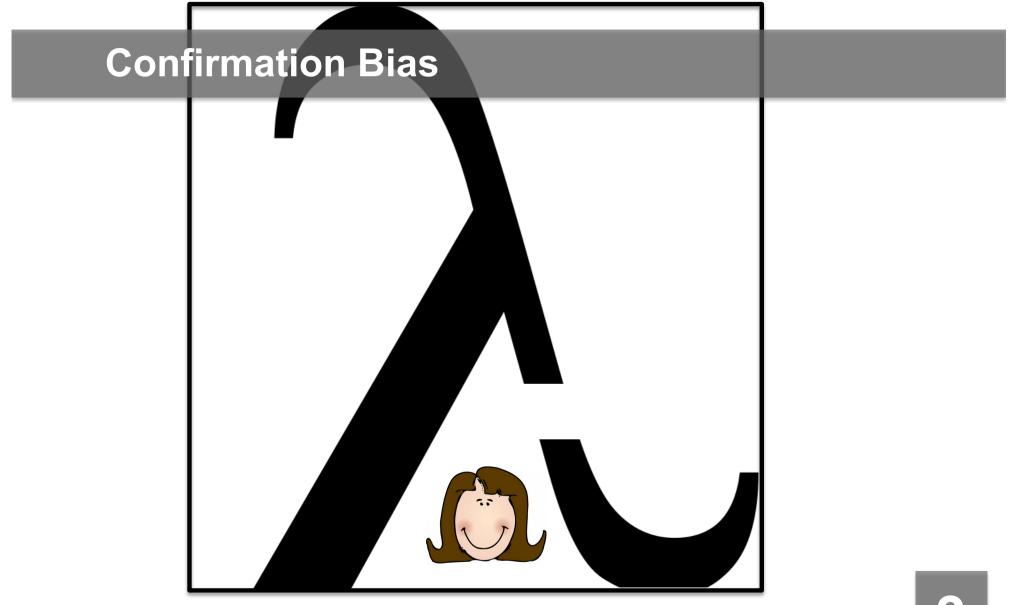


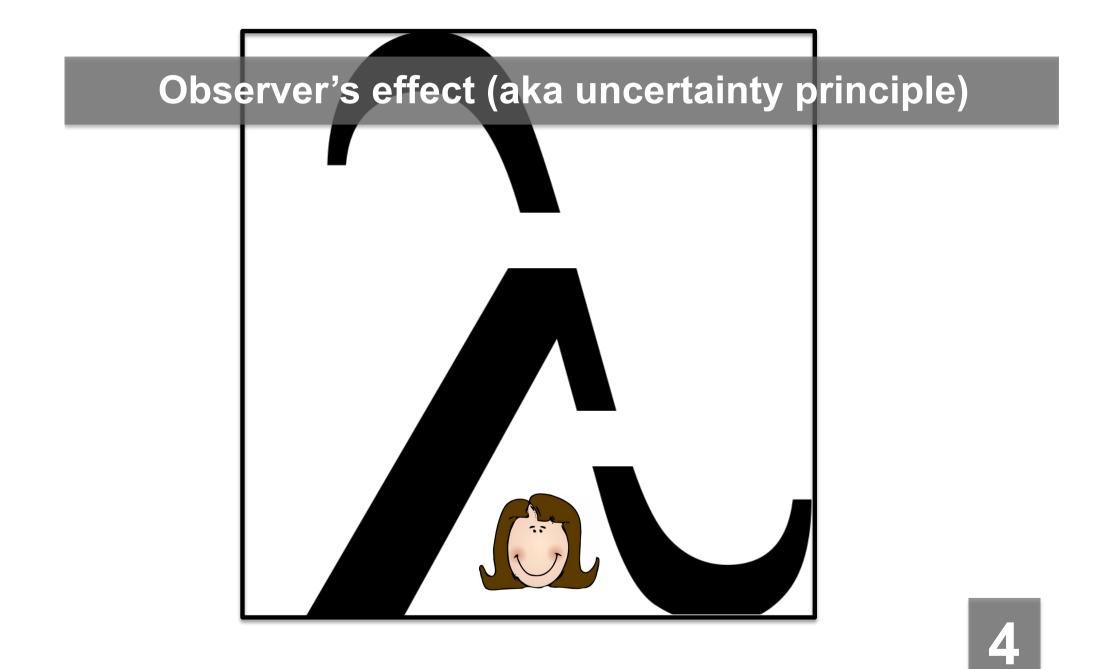
## Byzantine Generals (impossible coordination)



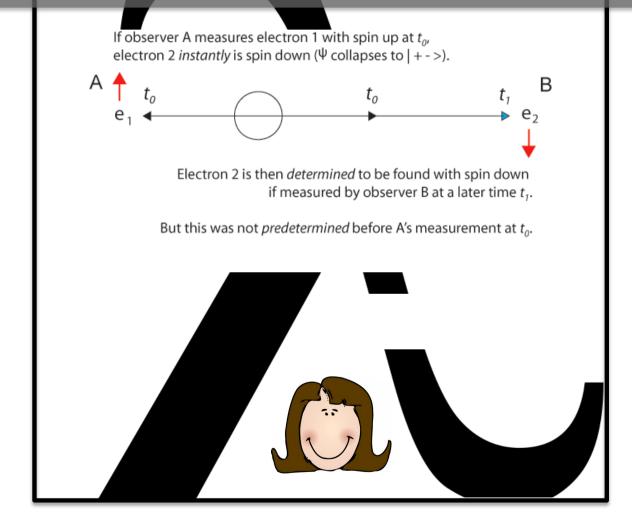


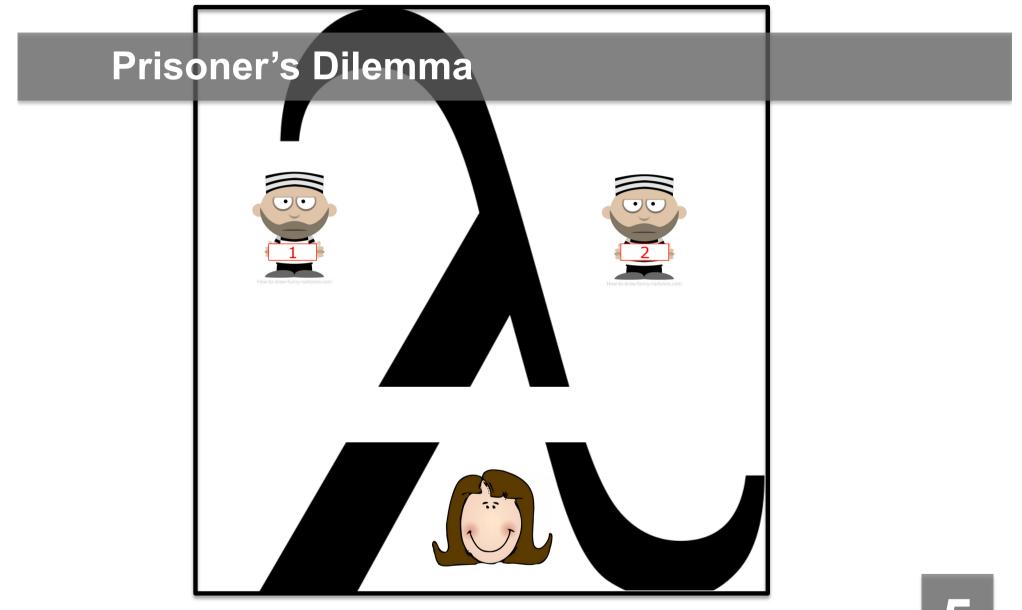


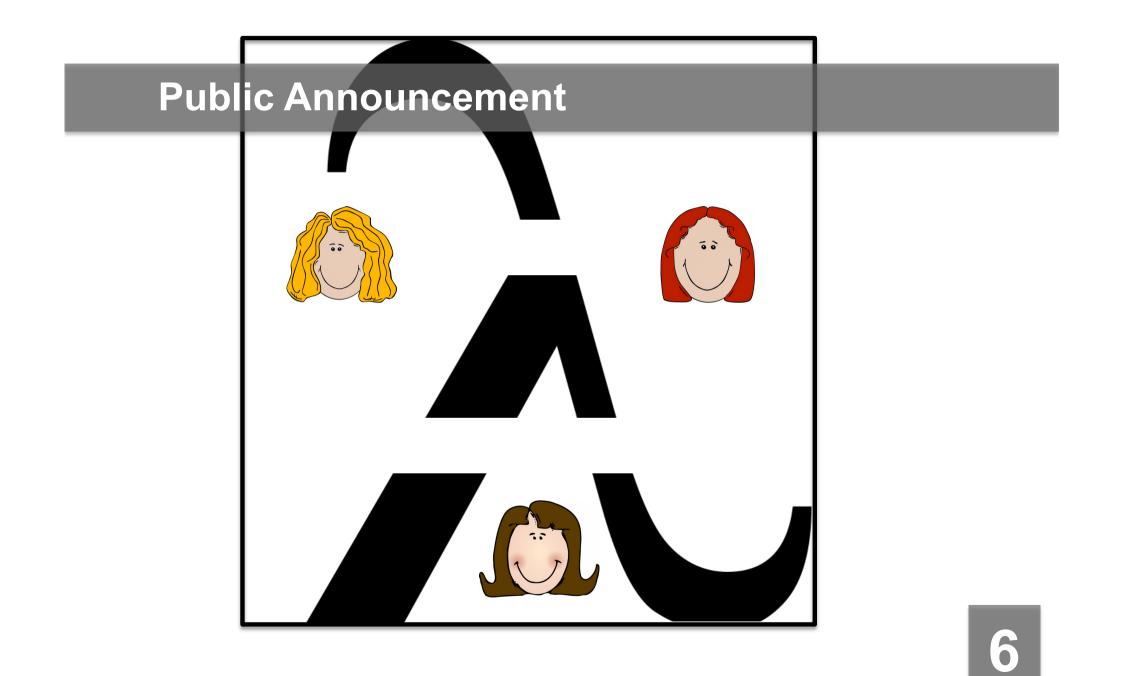




### Observer's effect (aka uncertainty principle)







# **Conclusion: the Politics of Uncertainty**

In liberal societies, awash with information:

- power is exercised not about which questions can be asked, but about what answers can be received: transparency, privacy, right to be forgotten, freedom of speech, ownership rights
- the morphology of the flows of information is the morphology of uncertainty
- those who control uncertainty control reality.

#### OIIOIIOII Oxford Internet Institute OIIOIIOII University of Oxford OIIOIIOII

**SOURCES**. This research is partly based on *The Fourth Revolution – How the Infosphere is Reshaping Human Reality* (Oxford University Press, June 2014).

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