ROM
KNOWLEDGE MANAGEMENT
Driving Business Success
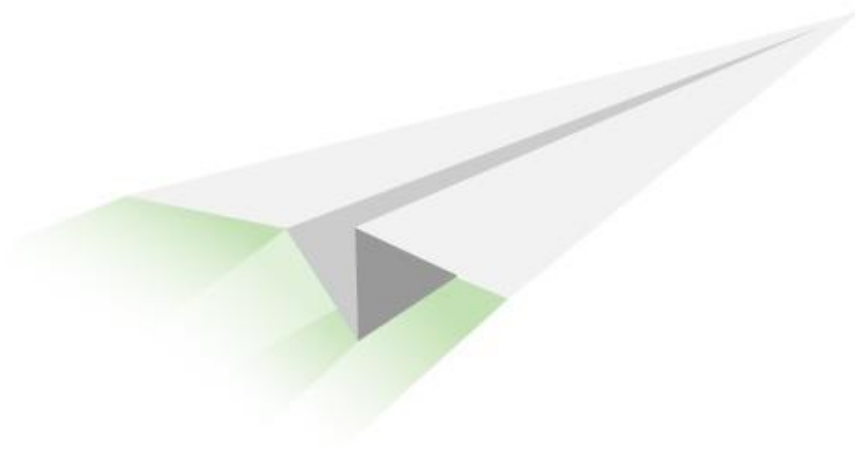
2Know
KM Newsletter

ROM News

- The HaKMthon event, the first knowledge management hackathon in the world, will be held on 12/10/22, Israel time between 8:00 and 16:00. In a number of places in the world, including in Israel, we will hold local events that will connect to the global event. Our event will take place at Moriah Levy's house Everybody is invited. Does not cost money but requires registration - Link

- During the month of September, two meetings of the KMGN Knowledge Management Forum will be held: On 09/15/22 at 16:00, a joint presentation and discussion at the CASE STUDY of AFCONS in India, a management company for very complex construction projects (the largest suspension bridge in the world for example). The meeting is 90 minutes. Those interested will apply for a link. On 09/21/22 at 16:00 presentation and discussion on metaverse environments and whether they contribute to knowledge management meetings and sharing. Including a demo! The session is 60 minutes. Those interested will apply for a link.

ROM News
(continued)

- An article from the world - six knowledge managers from India talk about their knowledge management. Link
- Conferences:
  International Conference on Knowledge Discovery and Management ICKDM on October 28-29, 2022 in Lisbon, Portugal
  Lisbon, Portugal

01

An encyclopedia everyone can edit

The Wikipedia homepage is a part of the website that, according to its statistics, isn't read by most. Most people search using a search engine and the relevant Wikipedia entry in their respective language will pop up as one of the first results. Occasionally, a concise definition excerpted from the opening paragraph from the Wikipedia entry will appear at the top of the search window, and many will be satisfied with this definition alone.

[To full article](#)

02

Gamification: it's the small stuff that makes the big difference

Gamification can be a powerful tool to increase engagement, enjoyment, and creativity in organizational settings. Incorporating gamification elements such as puzzles, humor, short games, and unexpected elements into presentations, workshops, documents, and brainstorming sessions can encourage curiosity, teamwork, and out-of-the-box thinking. By making learning and problem-solving fun and exciting, gamification can help organizations achieve their objectives while also fostering a positive and productive work environment. The possibilities are endless, so it's time to get creative and start playing!

[To full article](#)

03

Think Better

"Think Better: An Innovator's Guide to Productive Thinking" by Tim Hurson offers a framework for applying Design Thinking, presenting tools applicable to various aspects of life. It emphasizes productive thinking and covers principles, problem understanding, success definition, questioning, idea generation, solution refinement, and resource allocation. It is highly recommended for personal and professional growth

[To full article](#)