

# "Higher-order Cognitive Skills" and "Soft Skills" for a Digital World

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#### **Human minds are LIMITED**



System 1	System 2		
Automatic	Reflective		
Uncontrolled	Controlled		
Effortless	Effortful		
Unconscious	Self-aware		
Fast	Slow		

"...is usually so efficient...we have little reason to work hard mentally..."

"We are never going to get there, but we can move in that direction."

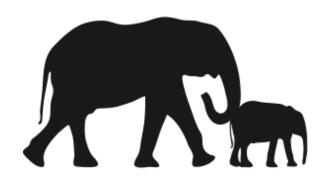
### Classical view: What ought we do?

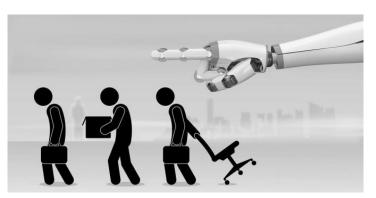


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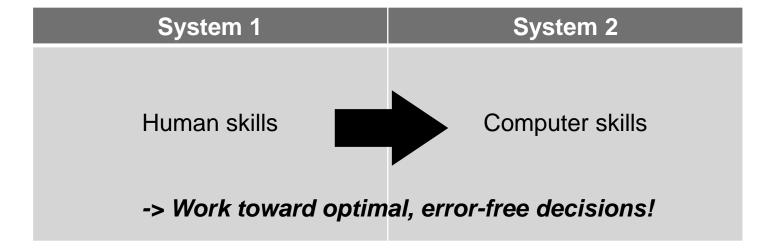
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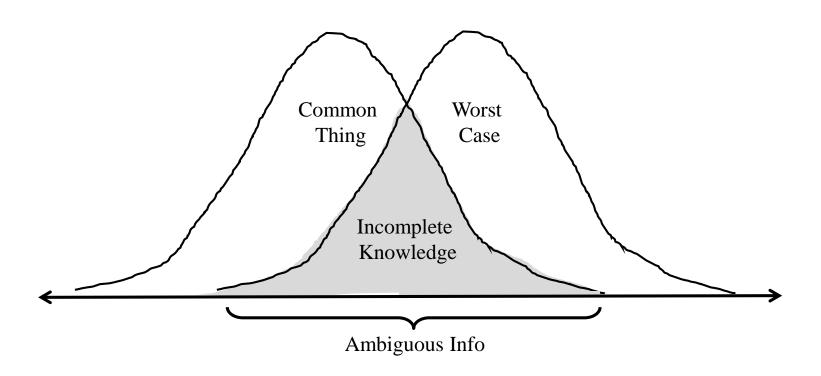
#### Well-structured versus Ill-structured situations



	System 1	System 2		
Well-structured	Human skills -> Work toward optim	Computer skills  al, error-free decisions!		
III-structured	<ul> <li>-&gt; Incomplete knowledge / ambiguous information</li> <li>-&gt; Fuzzy performance criteria / value tradeoffs</li> <li>-&gt; Errors are inevitable, but manageable!</li> </ul>			

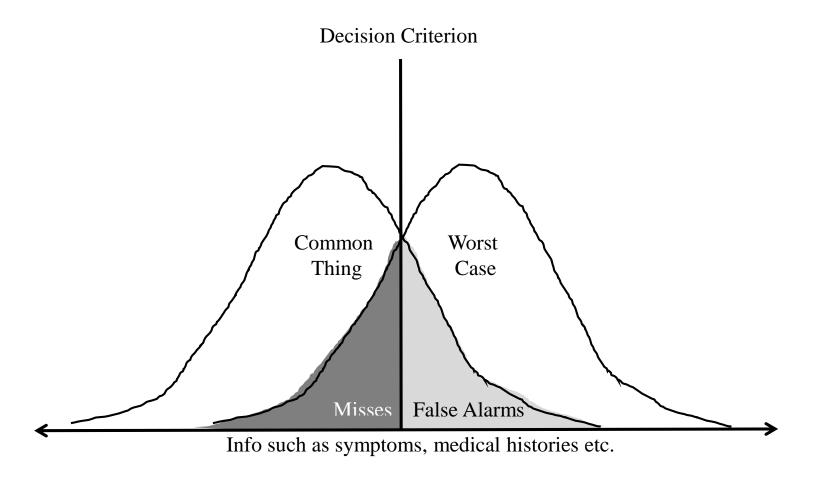
# Example: Incomplete Knowledge / Ambiguous Info





# Example: Fuzzy performance criteria / Value tradeoffs

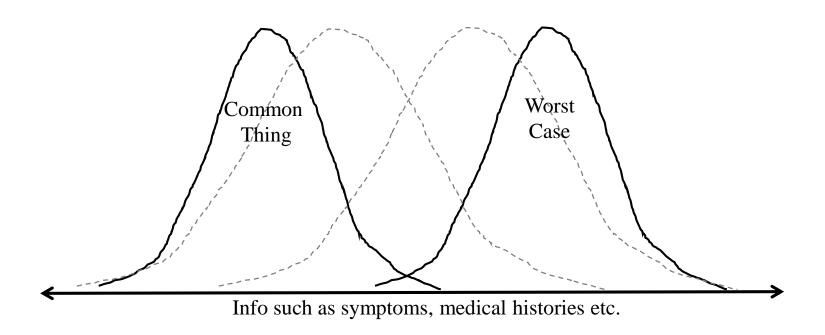




### In ill-structured situations: What ought we do?



**Increase Discriminability** -> Search more predictive information

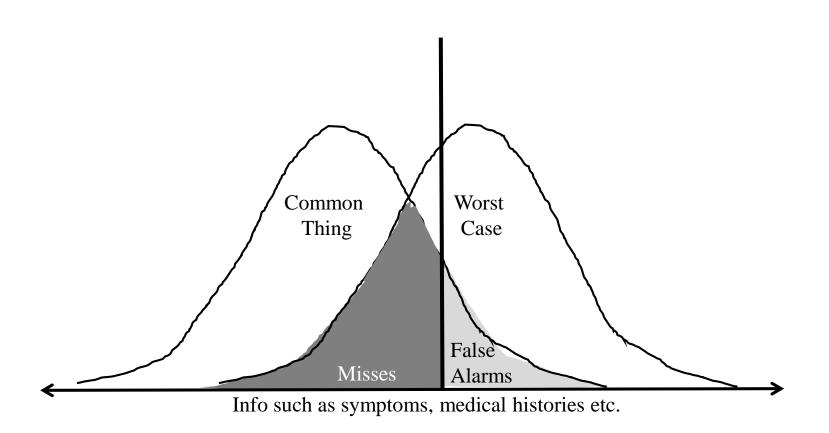


#### In ill-structured situations: What ought we do?



#### Make "smart" rather than "dumb" mistakes

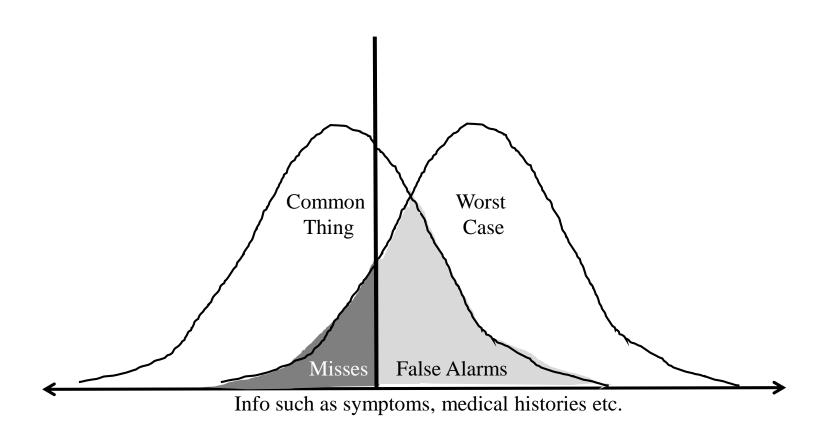
-> tradeoff misses and false alarms



### In ill-structured situations: What ought we do?

#### Technische Universität Berlin

#### Make "smart" rather than "dumb" mistakes



# In ill-structured situations: Boost rather than circumvent System 1



Teach and learn ...

#### ... how to increase discriminability:

- -> teaching "differential diagnostic thinking", rather than "subjects"
- -> learning based on trial and error, rather than correct solutions
- -> learning in human-machine teams, rather than alone

#### ... how to make 'smart' rather than 'dumb' mistakes:

- -> learning in rich socio-material contexts, rather than classrooms
- -> maximizing learning from errors, while minimizing consequences

# The digital future requires a differentiated approach



	System 1		System 2	
Well-structured	AR	Human skills -> Work toward	optimal,	Computer skills  error-free decisions!
III-structured		Human skills ◀	evitable,	Computer skills  but manageable!