We propose 3D-visualization in order to facilitate the assimilation of computer-represented knowledge by human minds. Since human imagination and reasoning is based on 3D-shapes, the presentation and validation of knowledge is most efficiently performed with the aid of geometric shapes. We motivate the need for visualization in Knowledge Management applications supported by a case study modelling the ontology of a human heart. This work connects the areas of human knowledge (as philo-sophical ontology) and knowledge management (as AI ontology).

**Theses 6**
According to Plato knowledge serves a purpose which lies neither in recognizing nor in controlling but in the acquisition of the ability to do good.

**Buzzwords**
- finite human knowing and decision making
- unification and exploitation of knowledge and improvement of thinking

**Theses 7**
Knowledge is only in so far canonical as it is necessary for its self-expansion. It aims at the expansion of the competence, at the acquisition of dispositions for the enlargement of knowledge (Plato's education in arithmetic, geometry and dialectic).

**Buzzwords**
- Learning
- knowledge and Competences
- knowledge discovery