

Foundation Stone #2

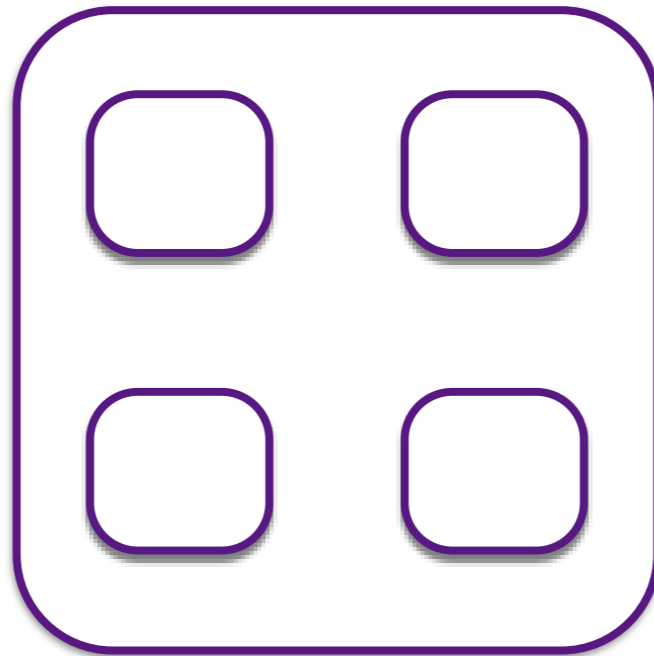
A water droplet is shown falling from the top center of the frame, just above the surface of a pool of water. The droplet is in mid-fall, with a small tail of water behind it. Upon impact, it has created a series of concentric ripples that spread outwards from the center. The water's surface is dark blue, and the ripples are highlighted with a lighter blue, giving a sense of depth and movement. The overall background is a solid, vibrant blue.

Systems Literacy

By Dr. Robert Gilman

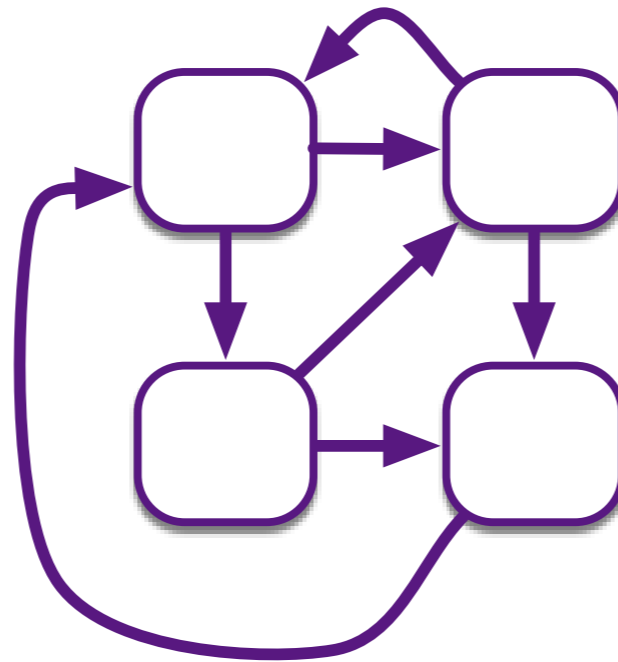
The Systems Perspective...

- sees parts and wholes equally



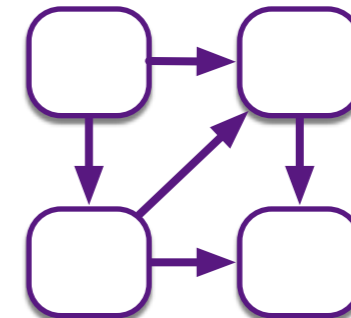
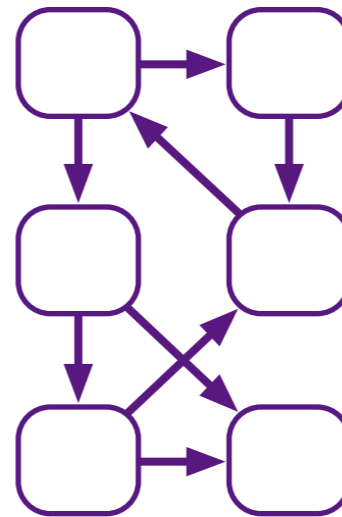
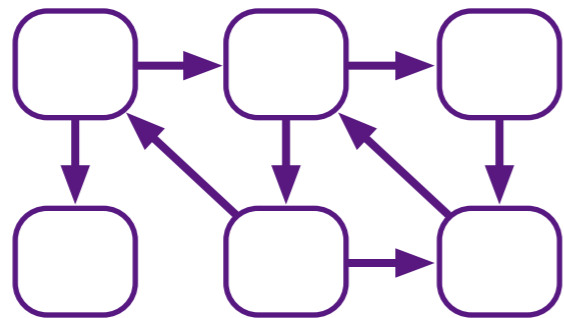
The Systems Perspective...

- sees **parts** and **wholes** equally
- sees **things** and the **relationships** among things equally



The Systems Perspective...

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- sees **things** and the **relationships** among things equally
- sees a world filled with **connections** and **patterns** called “**systems**”



The Systems Perspective...

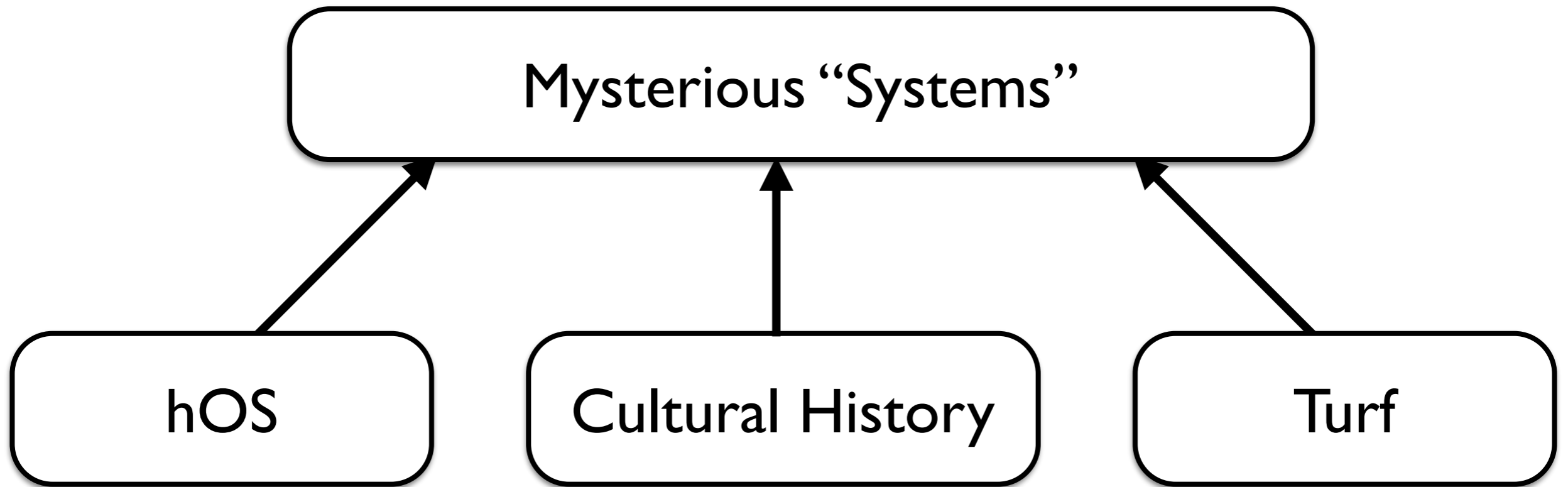
- sees **parts** and **wholes** equally
- sees **things** and the **relationships** among things equally
- sees a world filled with **connections** and **patterns** called “**systems**”

You are “**systems literate**” when you can see the world from a **systems perspective**.

The Challenge

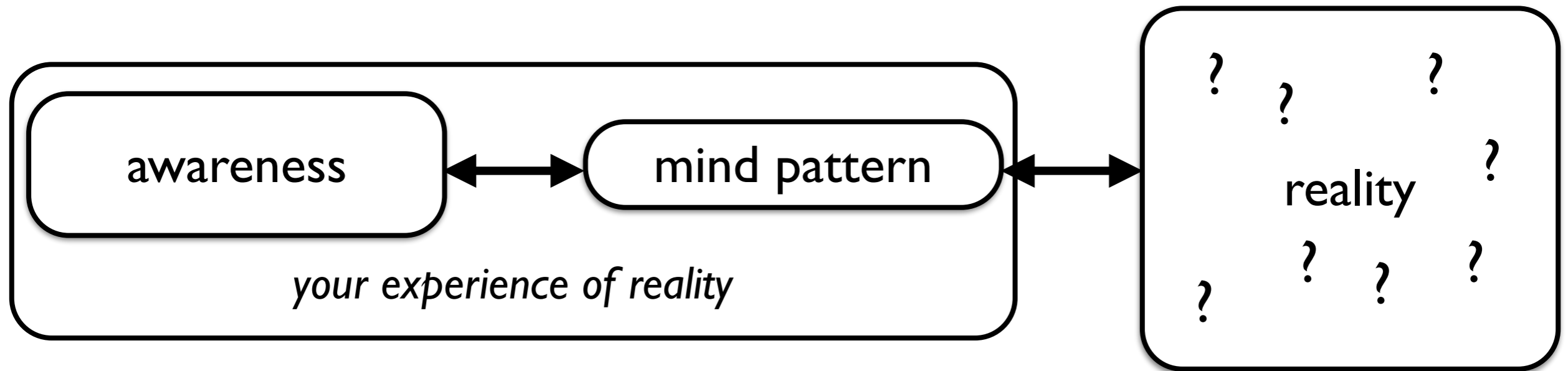
Mysterious “Systems”

The Challenge



What Is A System?

- A mental construct



- a way of organizing our experience into conceptually useful patterns
- partial, selective and provisional

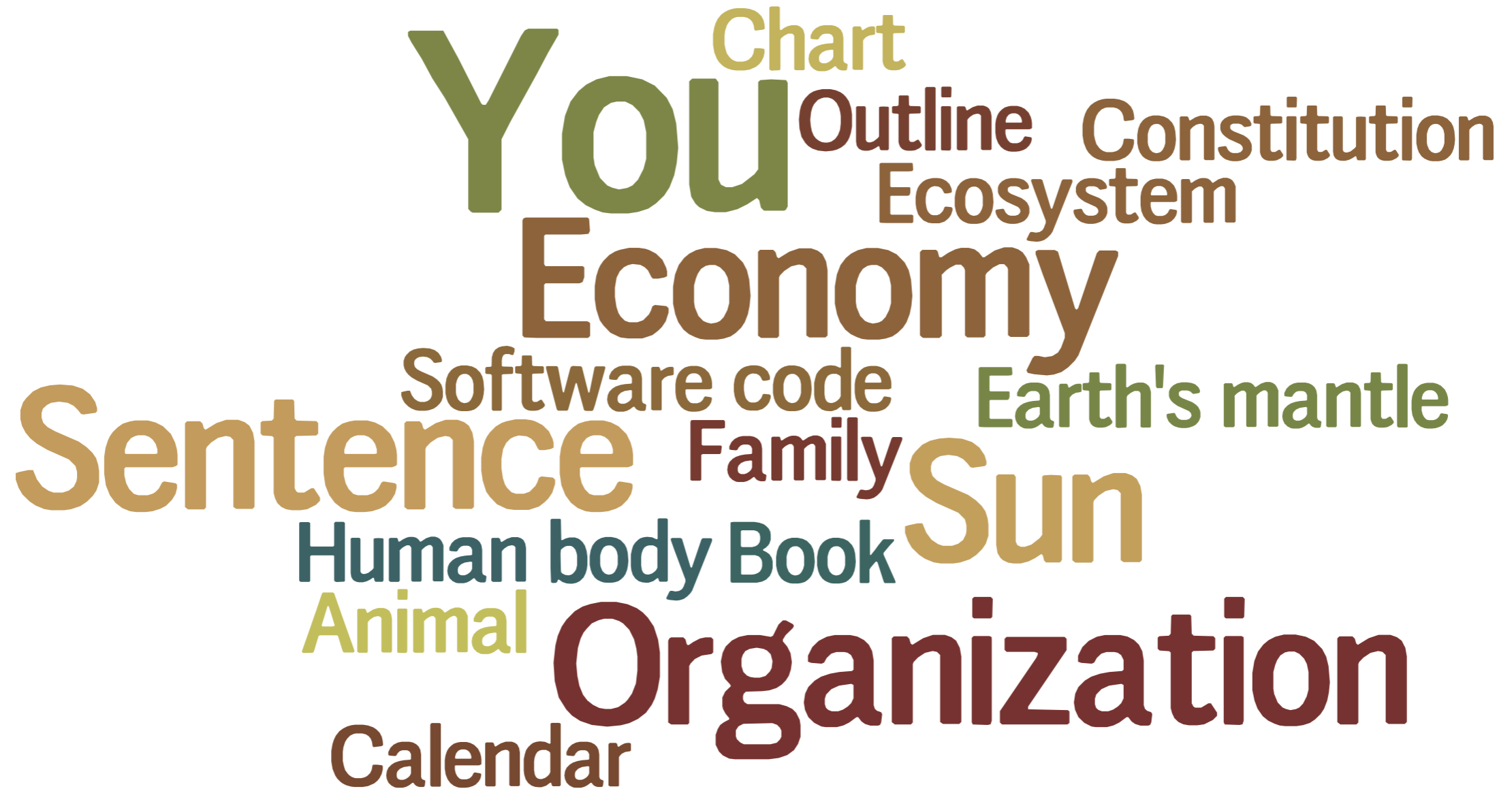
What Is A System?

Common language definition:

system = a set of interacting or interdependent components forming an integrated whole.

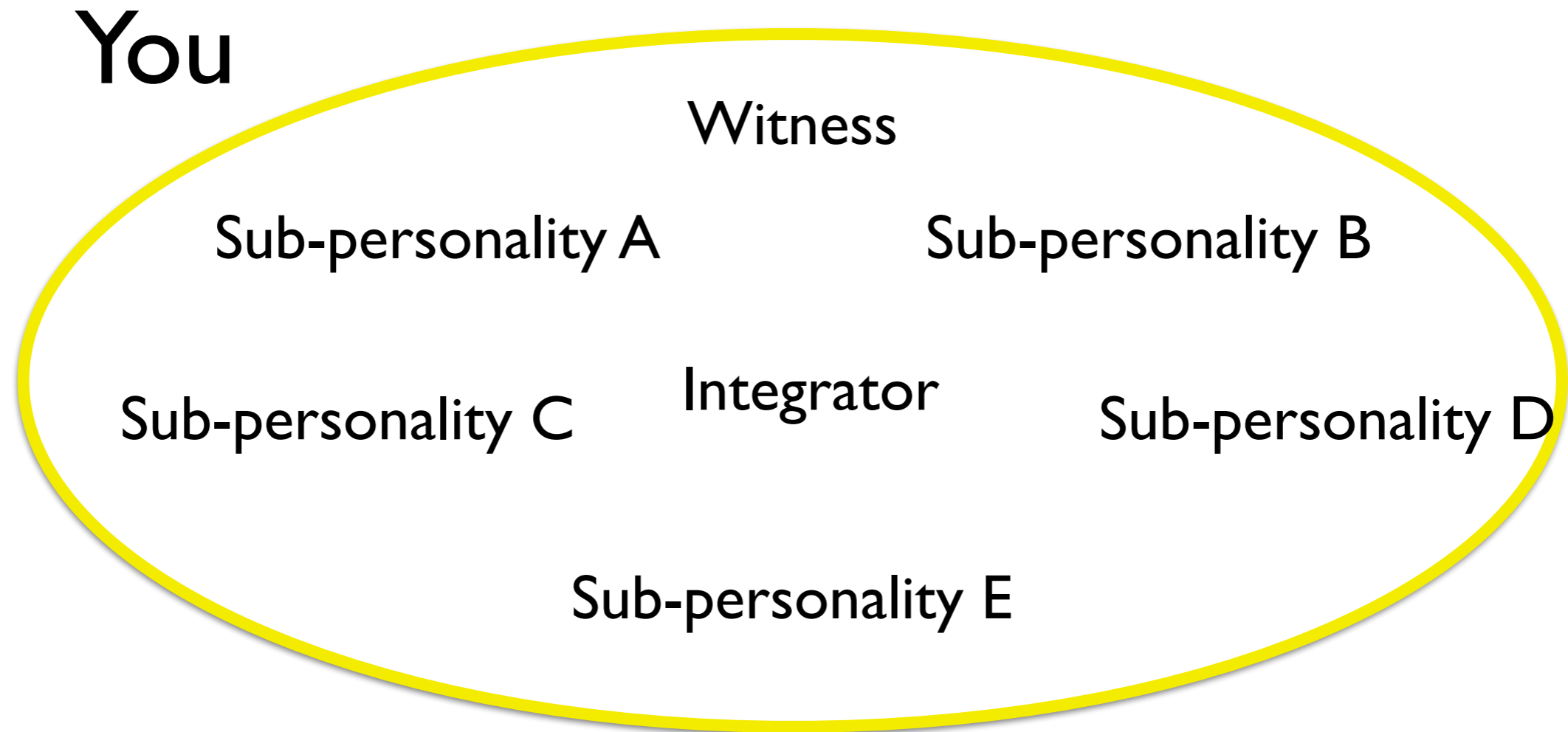
What Is A System?

Examples that fit the definition:



What Is A System?

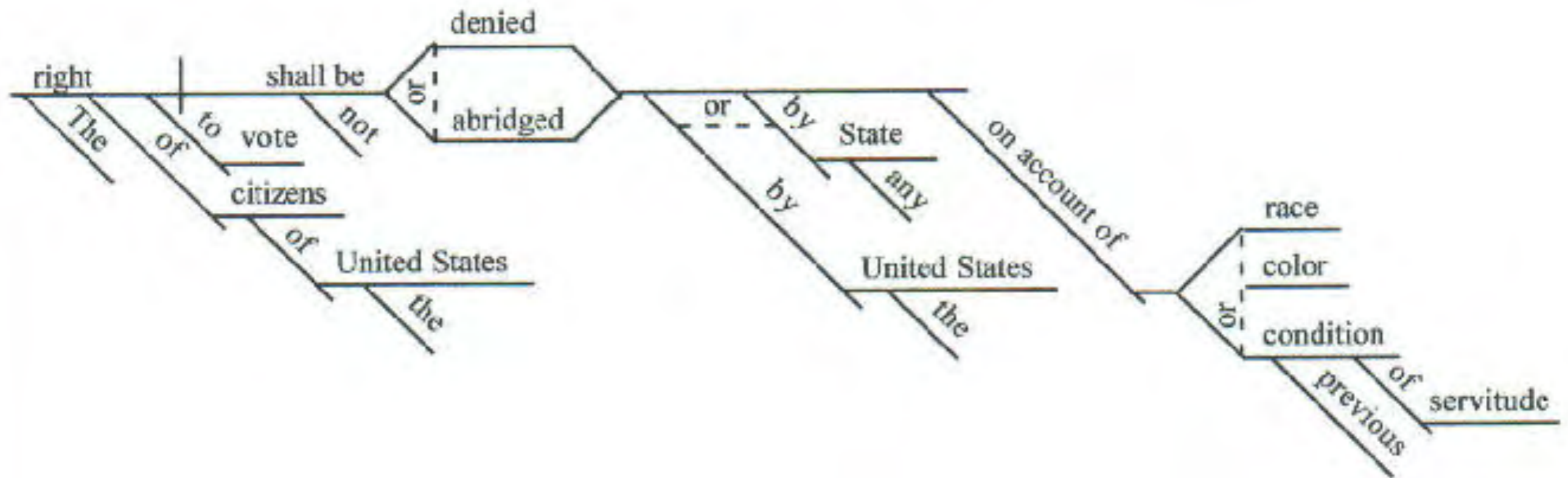
Examples that fit the definition:



What Is A System?

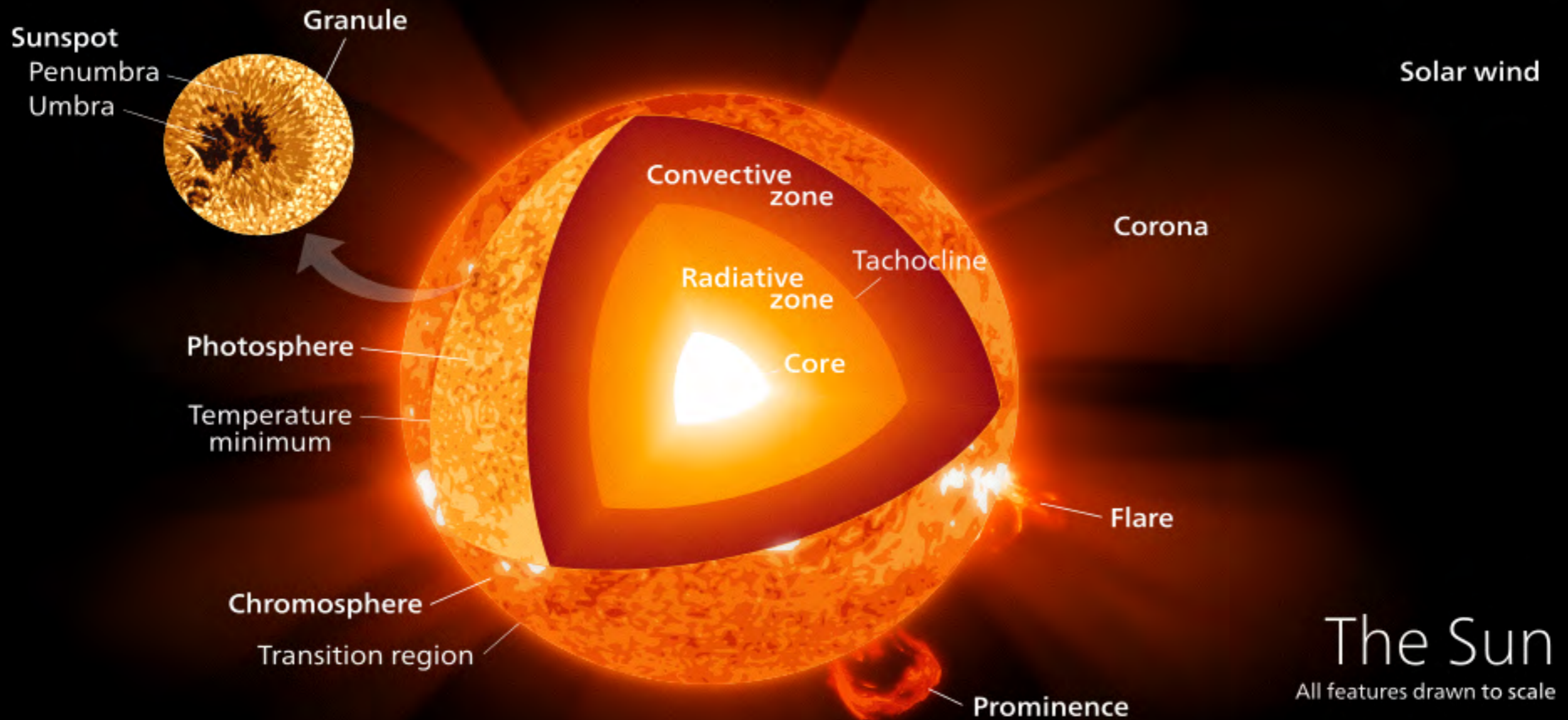
Examples that fit the definition:

Sentence



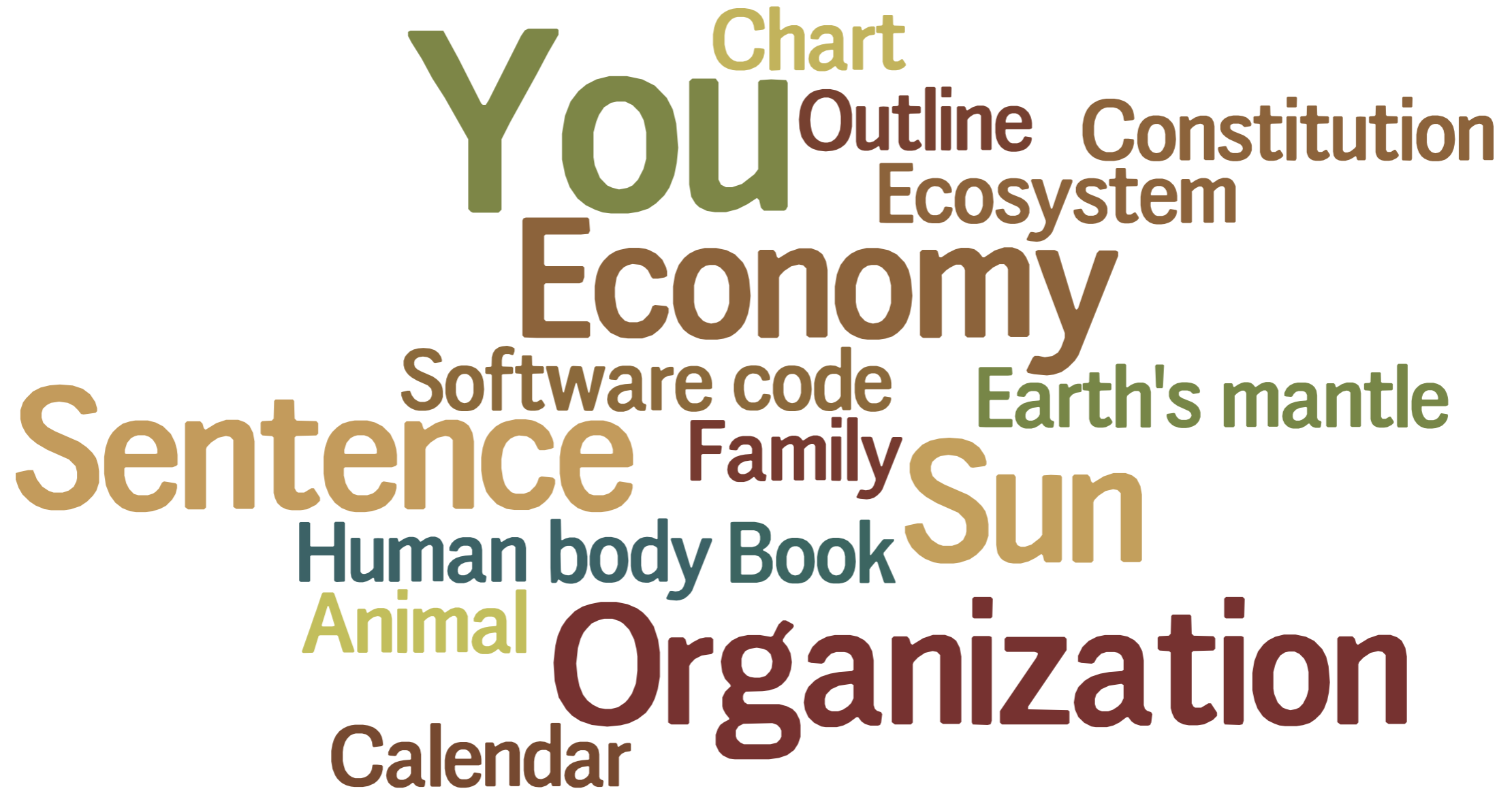
What Is A System?

Examples that fit the definition:



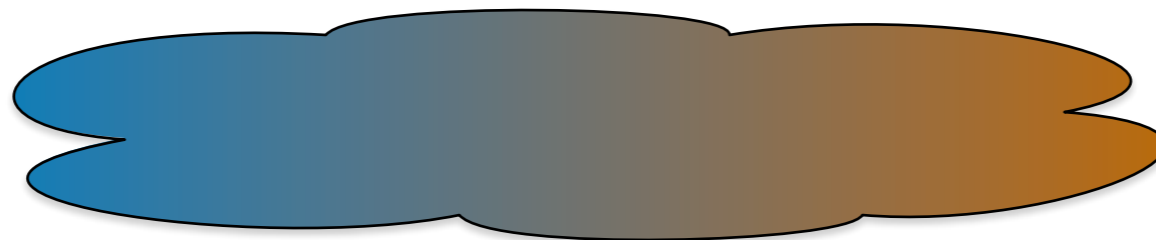
What Is A System?

Examples that fit the definition:



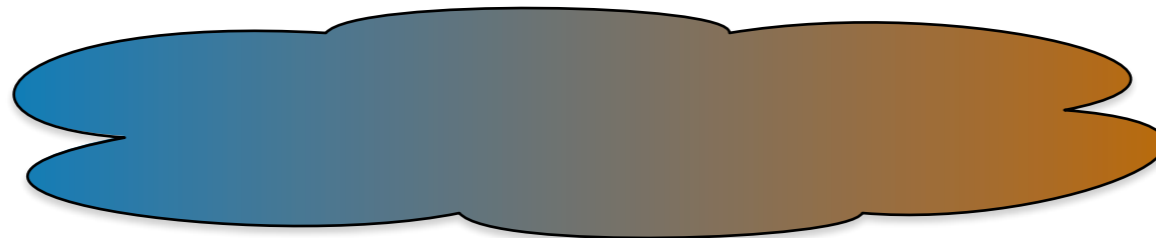
Maps And Territories

Territories are real,
with one intrinsic set of characteristics
and an unknowable depth of detail.



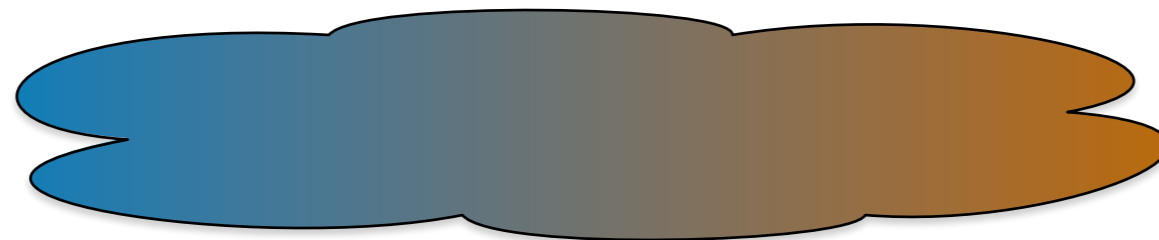
Maps And Territories

Maps are derivative,
created by people
using selective information
about a territory
to serve some purpose.



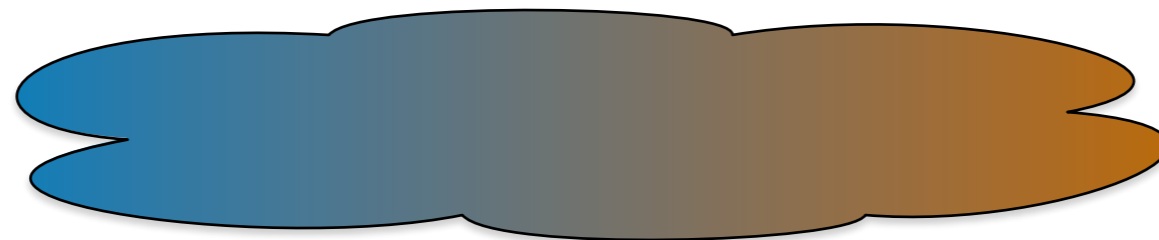
Maps And Territories

Any single territory
can have many valid maps
serving diverse uses.



Maps And Territories

Questions for territories:
What are your characteristics?
What do you contain?



Maps And Territories

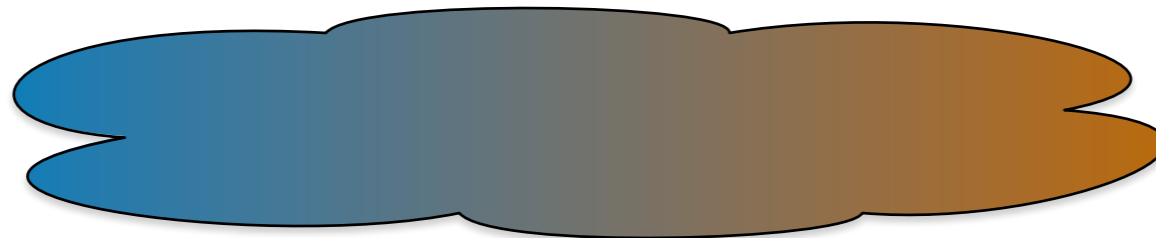
Questions for maps:

What is your purpose?

What simplifications were knowingly made in your creation?

How accurately do you represent your territory?

How effectively do you serve your purpose?



Two Uses For “System”

- “System-as-label” – used as part of a label for a territory
- “System-as-model” – used to “map” that territory

What Isn't A System?

An object



Bounded
cohesive
unit

Objects vs. Systems

	Objects	Systems
Used as labels	yes	yes

Objects vs. Systems

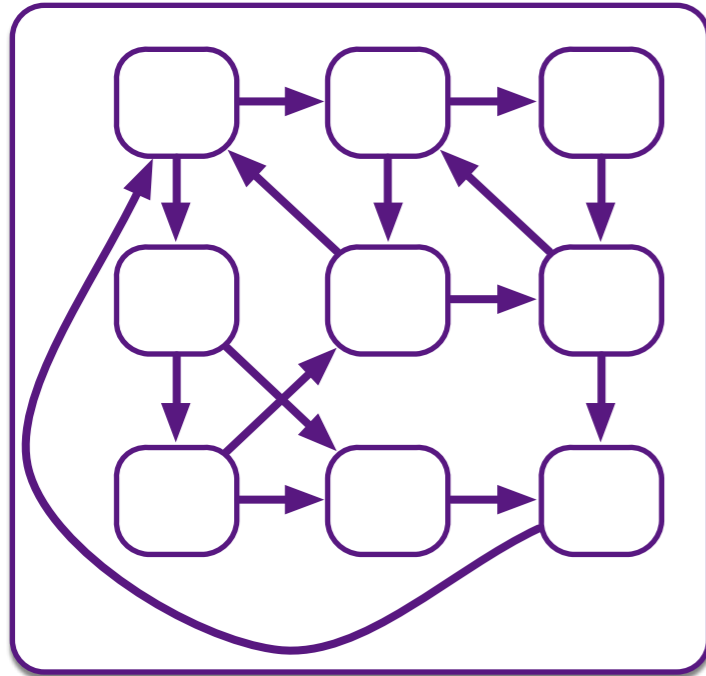
	Objects	Systems
Used as labels	yes	yes
Focus of interest	boundary	inside the boundary
Physical	yes	not necessarily
Cohesive in space	yes	not necessarily
Range of choice in definition	small	large

Object Permanence



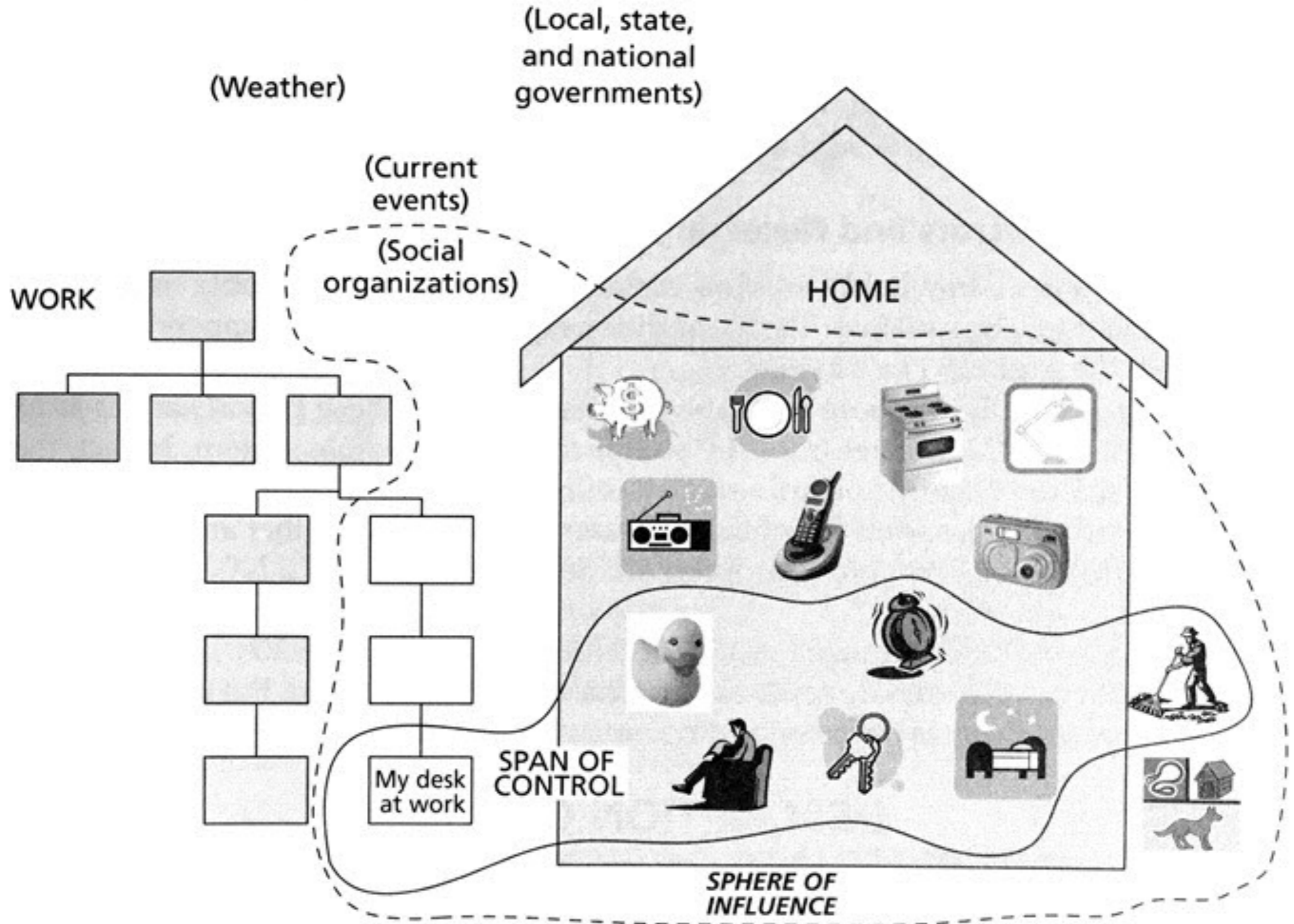
Definition: A System ...

- is a **model** made up of interdependent **parts**
- has a **boundary** defined by its parts and a **context** outside that boundary

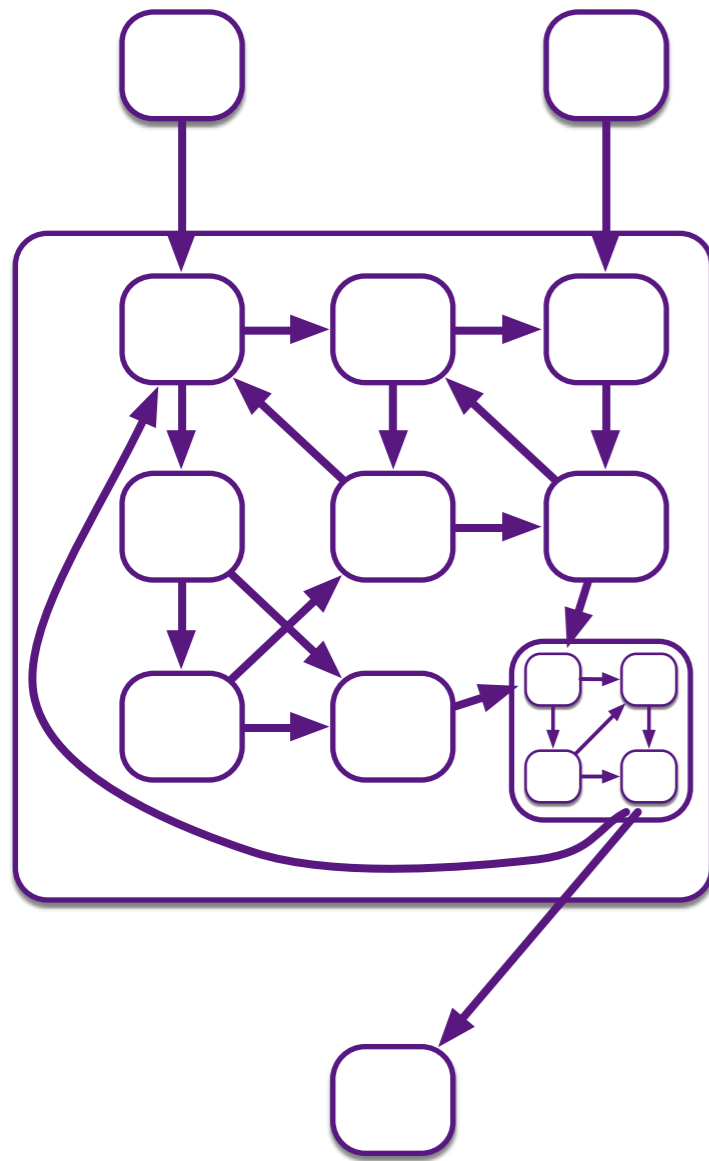


Context

Boundaries



Definition: A System ...



Context

- is a **model** made up of interdependent **parts**
- has a **boundary** defined by its parts and a **context** outside that boundary
- can have **connections** that reach across its boundary
- can be part of a larger system and can have **sub-systems** within it [**nesting**]

Next Evolution: A System ...

- is an **interface** between us and the world that uses our **whole brain** to bring **useful order** to the overwhelming complexity of reality without oversimplifying
- has three primary aspects:
 - * **diagram(s)** that show the overall structure of parts and connections [visual]
 - * **descriptions** of the various parts and connections [linguistic]
 - * **dynamics** that model how the parts and their interactions change over time [kinesthetic]

System As Interface

