

# Intention or Attention?

Humbling Design through ‘Systems Changes Learning’

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Systems Thinking Ontario  
May 9, 2022



ONE-WORD TAKEAWAY:



ONE-WORD TAKEAWAY:

rhythm



ONE-WORD TAKEAWAY:

# rhythm

THE POINT OF THIS PRESENTATION:

**Invite designers to appreciate  
when to *act* and  
when to *non-act***

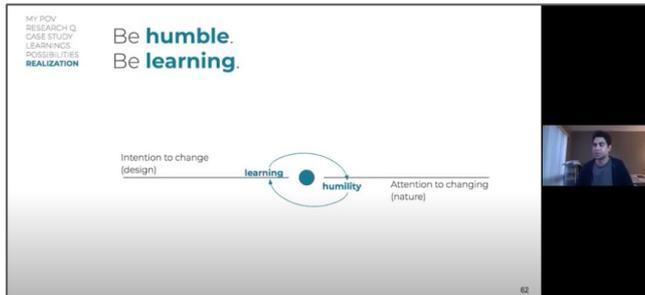
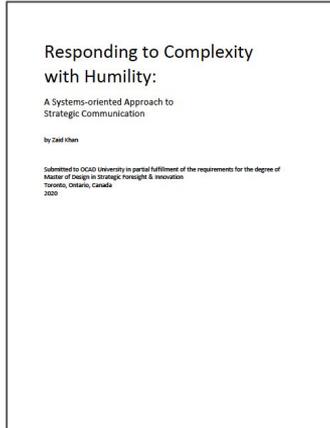


# CONTEXT



Context:

# Picking up from where I left off at the end of my Major Research Project (2020), reflecting on the potential role of humility in design



## REFLECTION

I'm not the same person I was yesterday.

I'm definitely not the same person I was when I started this project and this program.

At the end of my Master of Design program, I've come to realize that **design education has a, potentially flawed, bias towards action.** The *how might we's*, the design jams and competitions, the theatre of innovation, and other traits show this default-to-action mentality.

It seems to me, that design education assumes that action needs to be taken to address problems. But defining things as *problems* creates a fixed frame on a moving issue. It imposes a convenient way to design actions against the nature of the unfolding, ever-changing world. The consequences of *good intentions* acted upon through a design framework might be causing the very *problems* that designers set out to *solve*.

So, when I think about reflecting real-world complexity, I now see that it should apply to my own design framework.

**Perhaps there's a need for design education to appreciate the value of *inaction*.** That is, paying attention to what is changing; the patterns of change, the natural flows of change, the long timelines of change, etc.

In a world of endless interventions, might there be **wisdom in deliberate non-intervention?**

In the case study of this project, what if instead of proposing a communication strategy, I exposed the multiple patterns of change in the media ecosystems to reveal deeper wisdom on what NOT to do, or what little (in)action can have profound effects.

And for this MRP, instead of offering systems communications as an evolved practice, what if I revealed the dissonance between complex issues and our media ecology. **Maybe this approach helps swap the design bias towards action and trains our attention to what is changing.**

This brings me to a realization that **perhaps the balance between intention to change (design) and attention to changing (nature) is a revolving act of humility and learning.**

**Be humble.  
Always be learning.**

This is a realization I take seriously into my future.

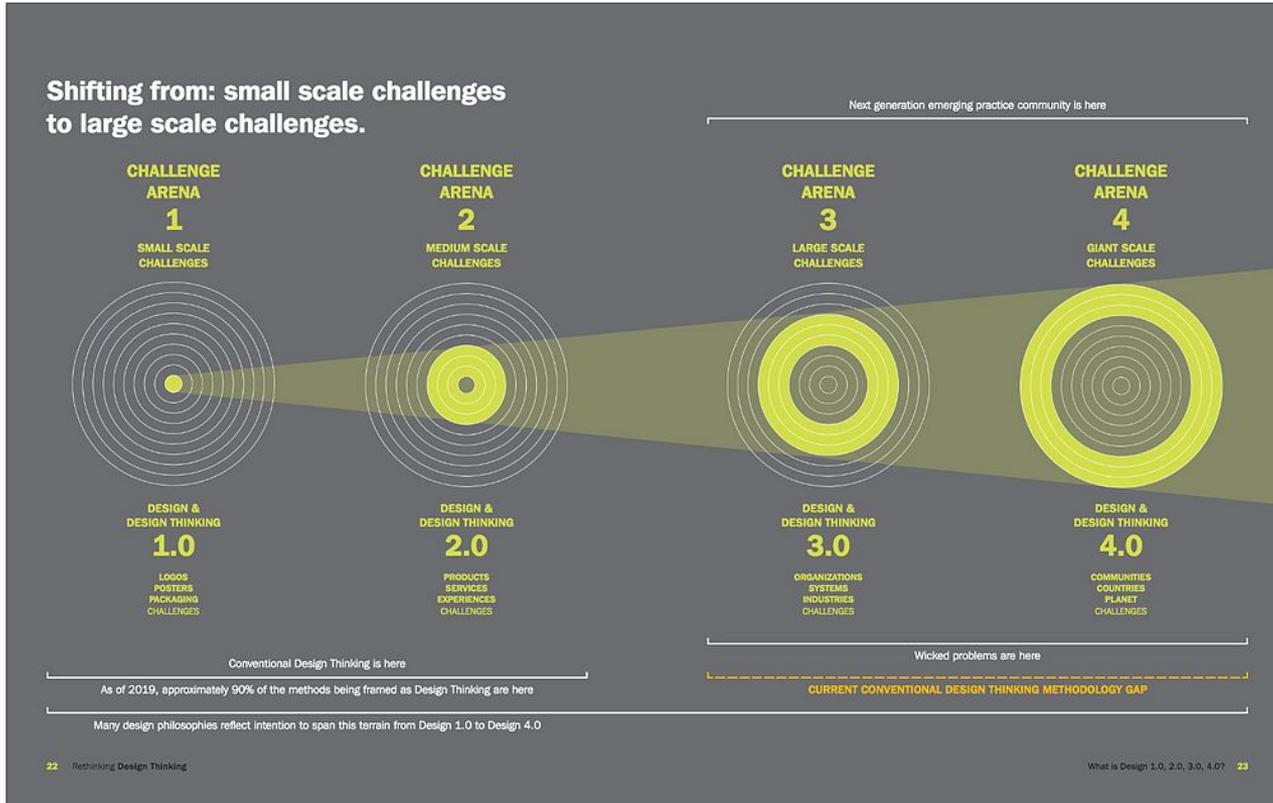
Context:

**“Design”** will from here on out be referred to as  
**“designing”** to reflect process language

<del>design</del>	noun	static
<i>designing</i>	verb	process

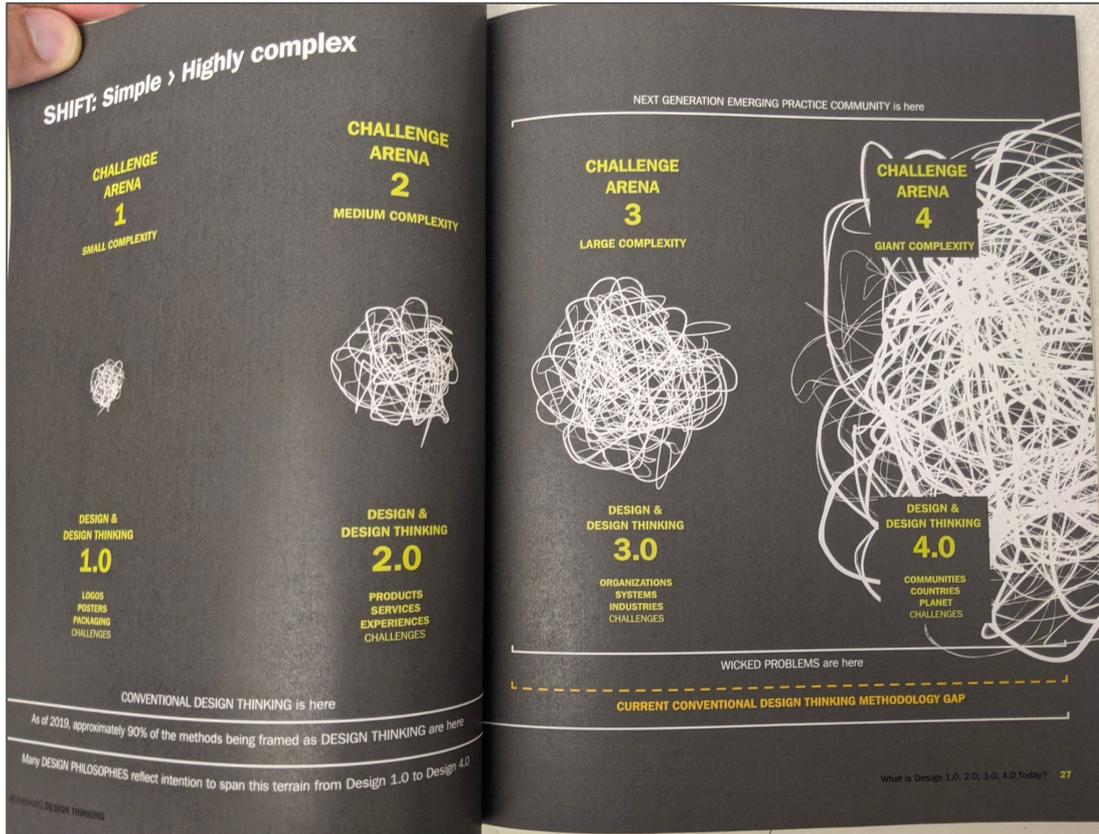
Context:

# Use of “designing” in presentation refers to domain 3.0 & 4.0 with unstable wicked problems



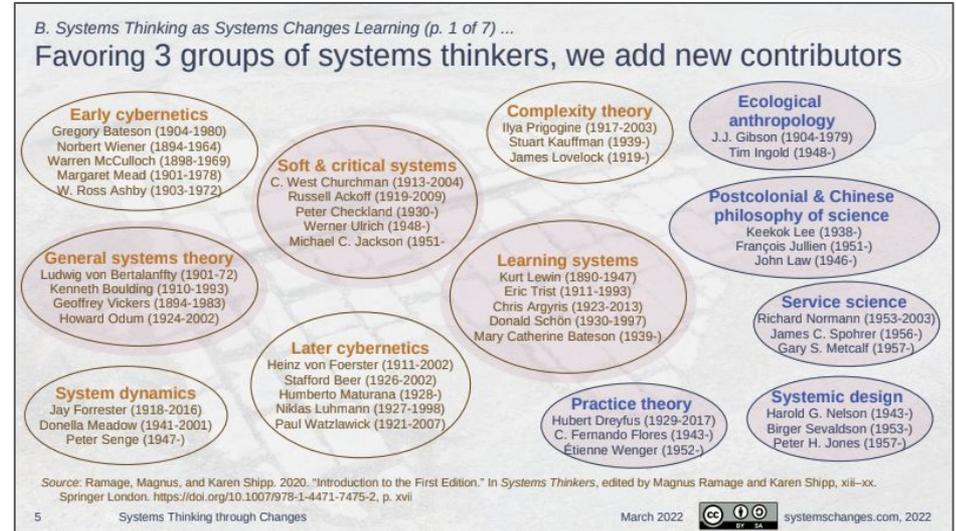
Context:

# Use of “designing” in presentation refers to domain 3.0 & 4.0 with unstable wicked problems



Context:

# Looking at *designing* through research work called 'Systems Changes Learning' (SCL)



Context:

# **Not** a deep-dive into SCL, but it has methodology you can learn more about by connecting with team




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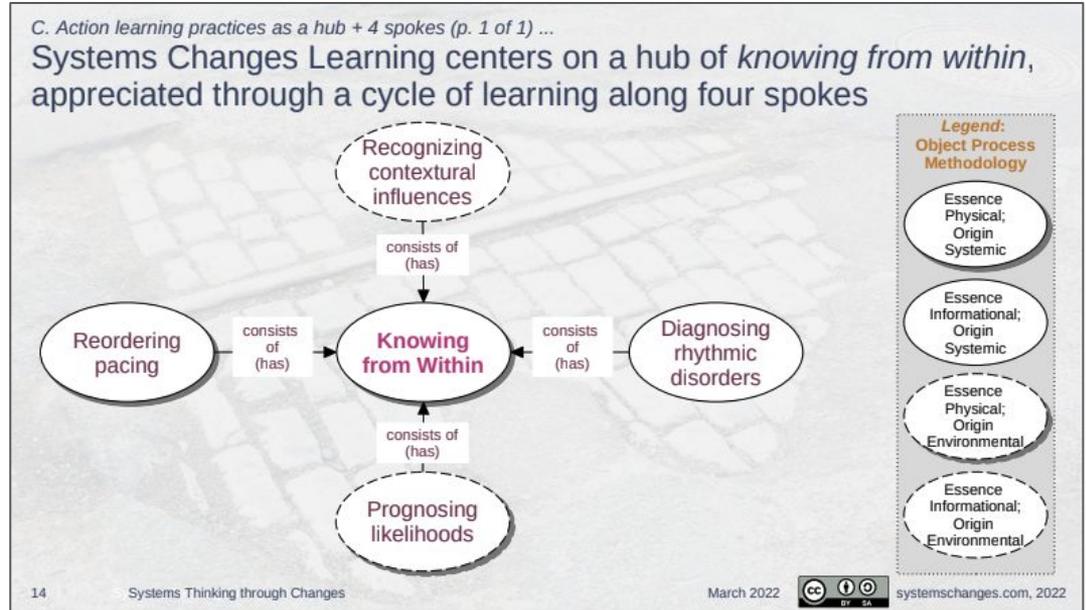
Article

## Systems Changes Learning: Recasting and reifying rhythmic shifts for doing, alongside thinking and making

David Ing<sup>1</sup>

**Table 1.** Progressing facility in activities with Systems Changes Learning

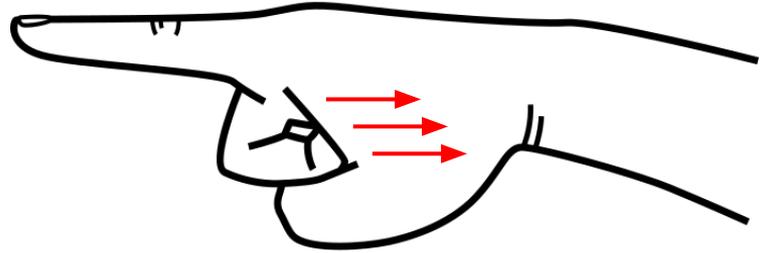
	<i>Praxis - Doing</i>	<i>Theoria - Thinking</i>	<i>Poiesis - Making</i>
<i>Educating of attention</i>	§2.1: Behavioral and/or ecological?	§2.2: Changelessness and/or temporality?	§2.3: Causality and/or propensity?
<i>Learning for co-relating</i>	§3.1: Action-agencing	§3.2: Theory-enskillling	§3.3: Methods-weaving
<i>Learning for articulating</i>	§4.1: Action-guiding	§4.2: Theory-building	§4.3: Methods-composing

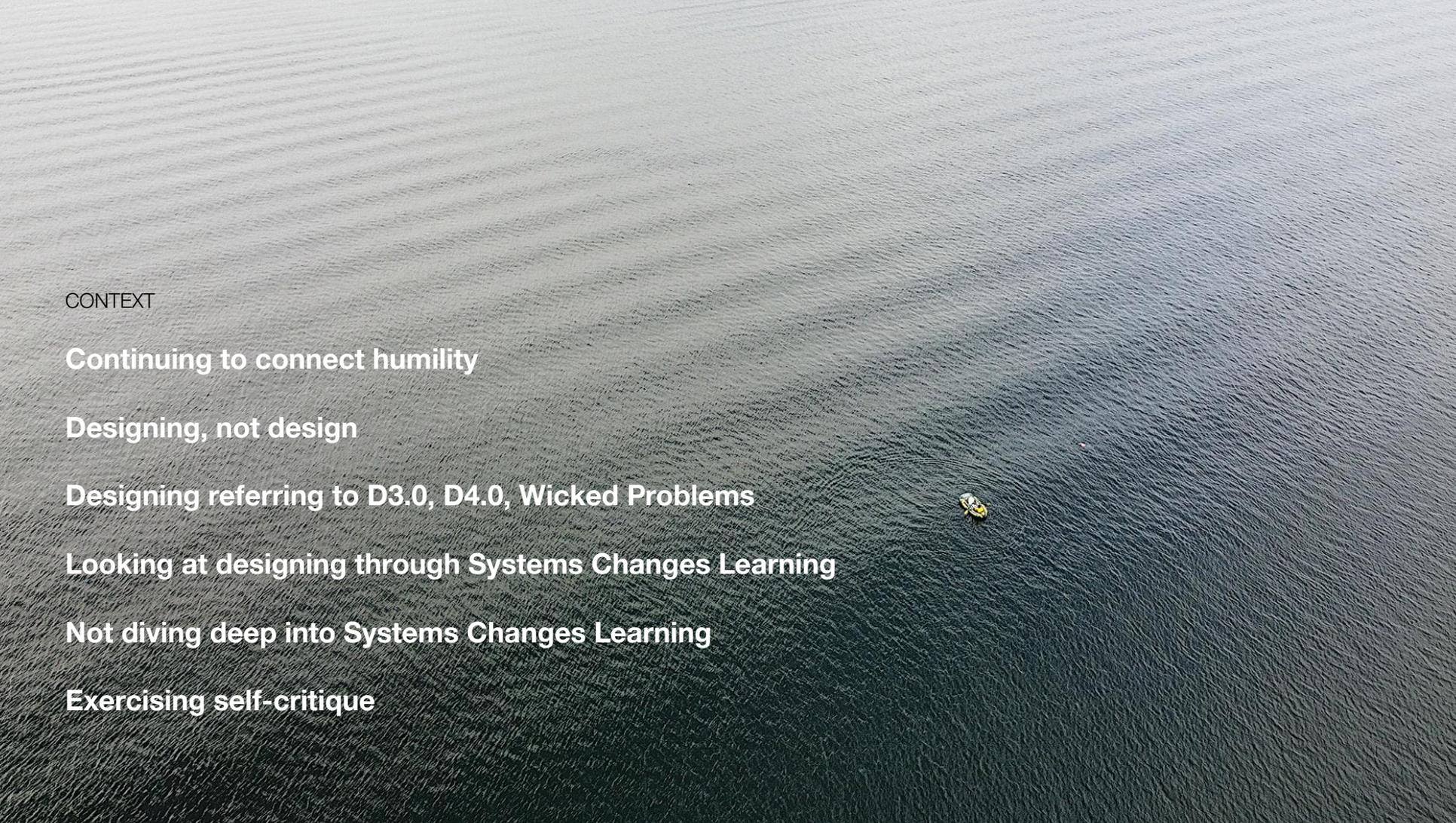


Context:

**Ideas and critiques are directed at myself first and foremost,  
changing oneself before changing else**

*“When you point your finger at someone, there’s three fingers pointing back at you.”*



An aerial photograph of a vast, dark blue ocean with a small yellow and black boat in the distance. The water has a textured, rippled surface. The text is overlaid on the left side of the image.

CONTEXT

**Continuing to connect humility**

**Designing, not design**

**Designing referring to D3.0, D4.0, Wicked Problems**

**Looking at designing through Systems Changes Learning**

**Not diving deep into Systems Changes Learning**

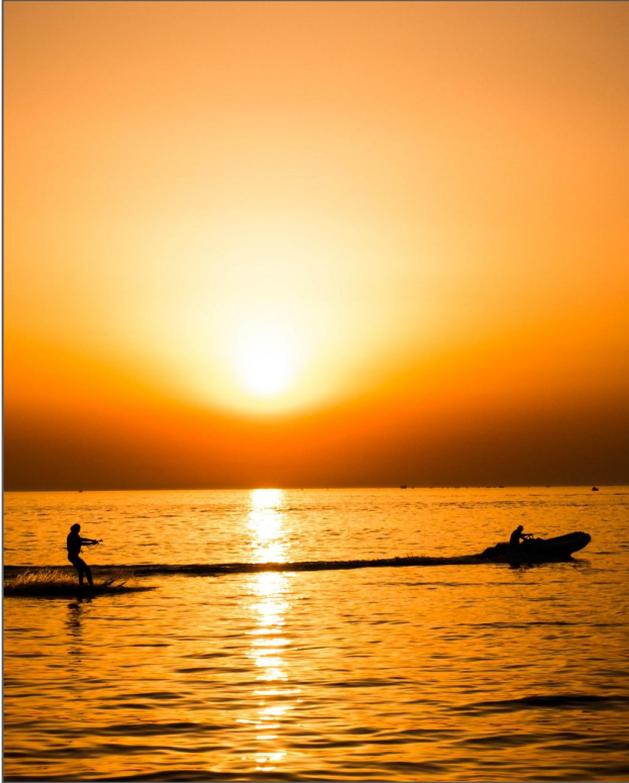
**Exercising self-critique**

The background features a series of horizontal, wavy bands of color. The colors transition from a bright, glowing orange at the top to a deep, dark blue at the bottom. The lines are blurred and have a soft, ethereal quality, creating a sense of movement and depth. The overall effect is reminiscent of a sunset or a close-up of a liquid surface with light reflecting off it.

**RHYTHMS**

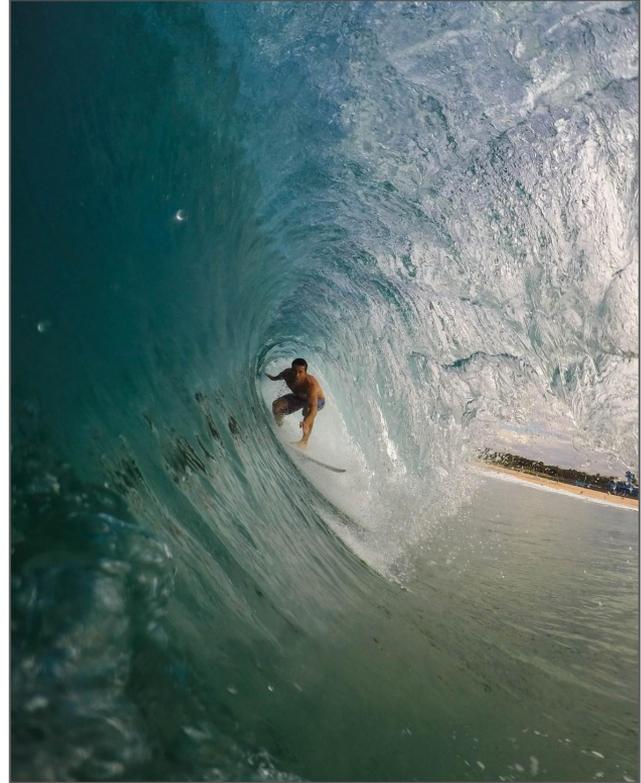
Appreciating rhythms is a story about....

## WATER SKIING



vs.

## SURFING



## **WATER-SKIING EMPHASIZES “INTENTION”**

Approaching activity with intention.

Using boat, causes wake, cutting side to side.

Mechanistic.

Causality.



## **SURFING EMPHASIZES “ATTENTION”**

Placing attention on weather, location, currents, winds, etc.

Responding to natural **rhythmic shifts** of ocean.

Living systems.

Propensity.



The background features a series of thick, flowing, wavy lines in shades of orange and blue, creating a sense of movement and rhythm. The lines are layered and overlap, with the orange lines appearing more prominent and vibrant against the darker blue background.

Unpacking rhythms through three ideas (of the many) that SCL draws upon, which had an impact on my thinking...and maybe my designing.

**RHYTHMS**



**Seeing reality as  
a process**



**Seeing reality as  
a process**



**Understanding the  
potential of a situation**



**Seeing reality as  
a process**



**Understanding the  
potential of a situation**



**Knowing from  
the inside**



# Seeing reality as a process

(*Temporality* -as-opposed-to- changelessness)

## The Concept:

Structure is an arrangement in space;  
process is an arrangement in time.

Looking at *process* first.

## Example:

When we look at a mountain, we should recall that the structure is actually a slow process.

## A Takeaway:

Inserting the thought of “*over time*” as a consideration to designing, allows you to see potential (next slide)...



# Understanding the potential energy of a situation

(Propensity -as-opposed-to- causality)

## The Concept:

Everything has a natural tendency (predisposition) within them that is inevitable (over time).

So a strategist harnesses that potential energy of a situation (*shi*) to their advantage.

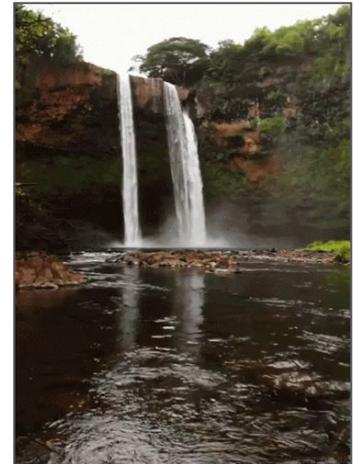
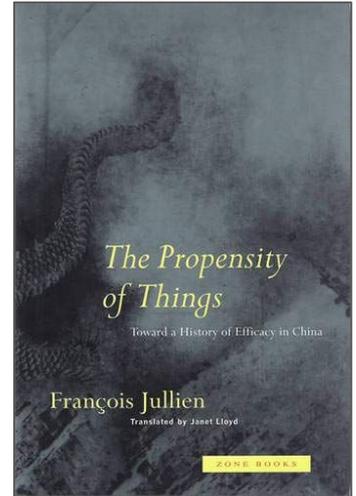
## Example:

If a dam breaks, the water has no choice but to rush forth.

## A Takeaway:

Trying not to force a change that goes against something's natural tendency.

So it's important to understand a thing's nature...(next slide)



# Knowing from the inside

(*Knowing* from the inside -as-opposed-to- the outside)

## The Idea:

Paying attention to what the system has to tell us about itself.

## Example:

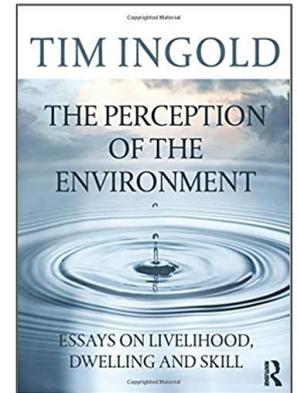
When a parent is potty training their child, only the child truly knows when they have to go, and can alert the parent.

## A Takeaway:

Media habits, especially today!

Asking myself “*what’s asking for my attention and why...and from where*”

Hard to claim high confidence knowledge of complexity from the outside.



Reminder:

## Just a few of the many concepts that SCL draws upon

B. *Systems Thinking as Systems Changes Learning* (p. 1 of 7) ...

### Favoring 3 groups of systems thinkers, we add new contributors

- Early cybernetics**
  - Gregory Bateson (1904-1980)
  - Norbert Wiener (1894-1964)
  - Warren McCulloch (1898-1969)
  - Margaret Mead (1901-1978)
  - W. Ross Ashby (1903-1972)
- General systems theory**
  - Ludwig von Bertalanffy (1901-72)
  - Kenneth Boulding (1910-1993)
  - Geoffrey Vickers (1894-1983)
  - Howard Odum (1924-2002)
- System dynamics**
  - Jay Forrester (1918-2016)
  - Donella Meadow (1941-2001)
  - Peter Senge (1947-)
- Soft & critical systems**
  - C. West Churchman (1913-2004)
  - Russell Ackoff (1919-2009)
  - Peter Checkland (1930-)
  - Werner Ulrich (1948-)
  - Michael C. Jackson (1951-)
- Later cybernetics**
  - Heinz von Foerster (1911-2002)
  - Stafford Beer (1926-2002)
  - Humberto Maturana (1928-)
  - Niklas Luhmann (1927-1998)
  - Paul Watzlawick (1921-2007)
- Complexity theory**
  - Ilya Prigogine (1917-2003)
  - Stuart Kauffman (1939-)
  - James Lovelock (1919-)
- Learning systems**
  - Kurt Lewin (1890-1947)
  - Eric Trist (1911-1993)
  - Chris Argyris (1923-2013)
  - Donald Schön (1930-1997)
  - Mary Catherine Bateson (1939-)
- Practice theory**
  - Hubert Dreyfus (1929-2017)
  - C. Fernando Flores (1943-)
  - Étienne Wenger (1952-)
- Ecological anthropology**
  - J.J. Gibson (1904-1979)
  - Tim Ingold (1948-)
- Postcolonial & Chinese philosophy of science**
  - Keekok Lee (1938-)
  - François Jullien (1951-)
  - John Law (1946-)
- Service science**
  - Richard Normann (1953-2003)
  - James C. Spohrer (1956-)
  - Gary S. Metcalf (1957-)
- Systemic design**
  - Harold G. Nelson (1943-)
  - Birger Sevaldson (1953-)
  - Peter H. Jones (1957-)

Source: Ramage, Magnus, and Karen Shipp. 2020. "Introduction to the First Edition." In *Systems Thinkers*, edited by Magnus Ramage and Karen Shipp, xiii–xx. Springer London. <https://doi.org/10.1007/978-1-4471-7475-2>, p. xvi

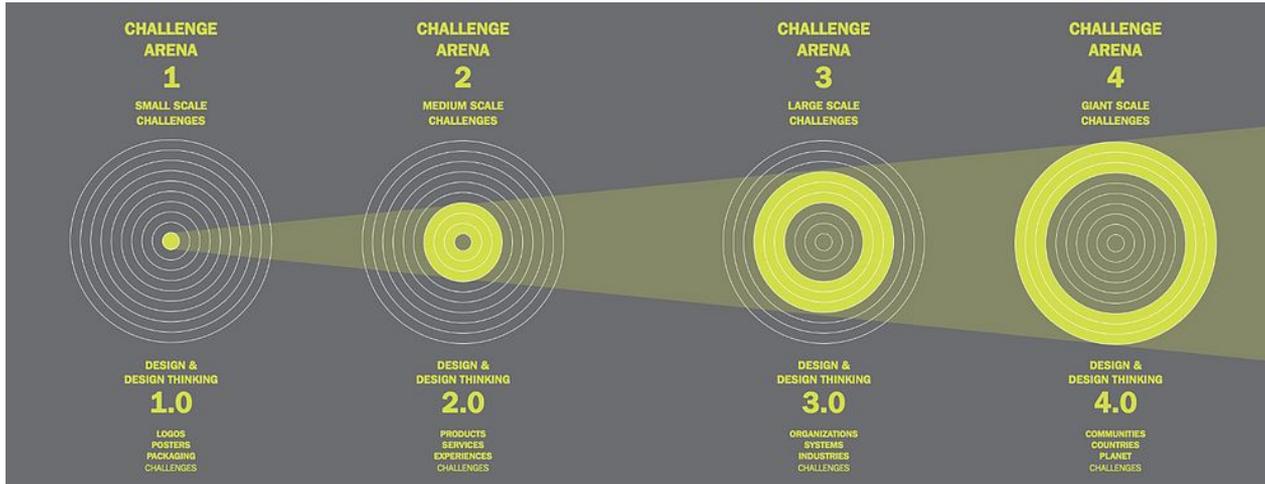
5 Systems Thinking through Changes March 2022  systemschanges.com, 2022

**SO WHERE DOES *DESIGNING*  
& *HUMBLING* FIT INTO ALL THIS?**



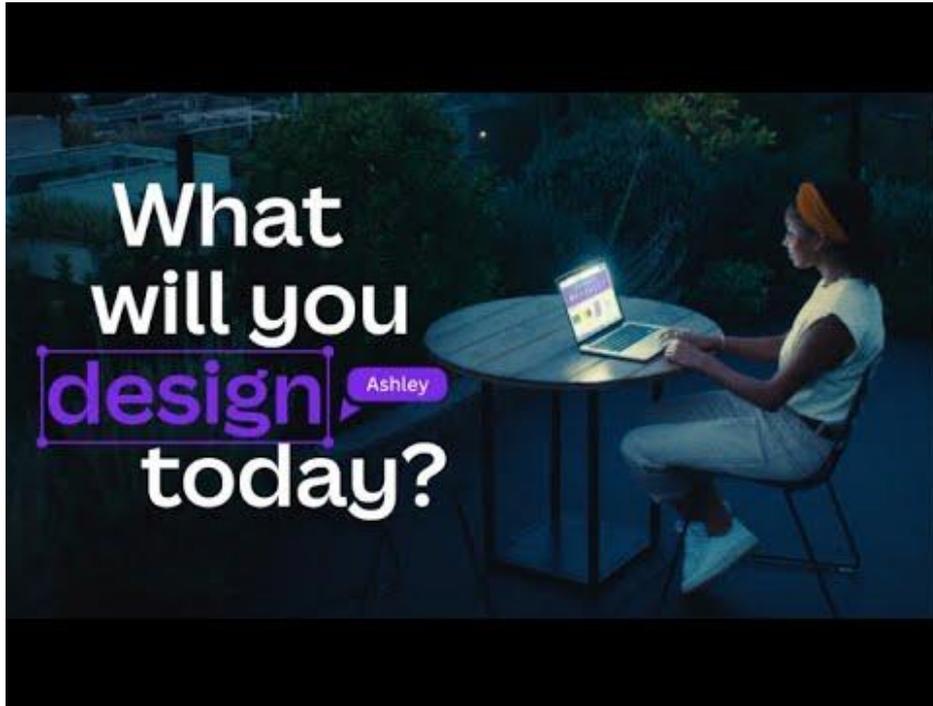
Intending to “Solve” to Wicked Problems:

**Designing is trying to water ski - pulled along by the client (boat) - from D1 & D2 into the wicked hurricanes of D3 & D4, when surfing**



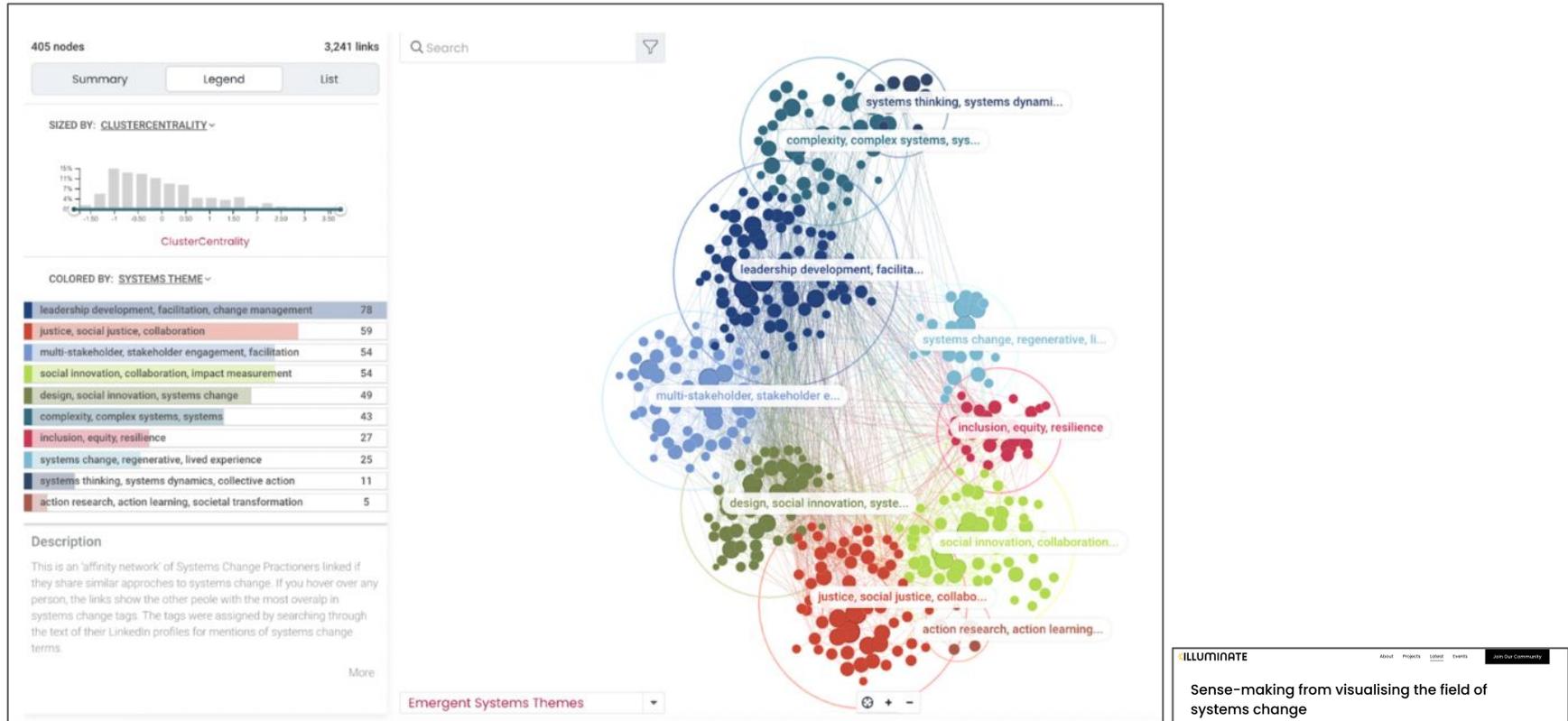
Intending to “Solve” to Wicked Problems:

**Designing is trying to water ski - pulled along by the client (boat) - from D1 & D2 into the wicked hurricanes of D3 & D4**



Systems Change, Social Innovation, etc:

**Okay fair, designing at D3, D4 is more about...“multi-stakeholder engagement”, “getting the system into the room”, etc. I get it but...**



...but should *designing* buy into that same level of arrog- ... err  
...**confidence of “intent”**?

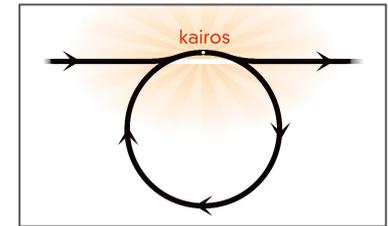
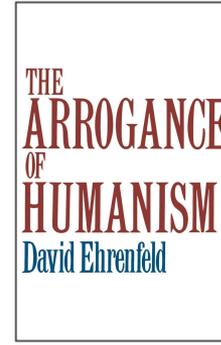
## Can we be designing with greater humility?

..in what we know, do, say, appeal, communicate, act, etc.

A **less contrived**, more like a **sage** guiding attention to what to look for in that ocean: *the tide, the force, hidden currents, other people...*

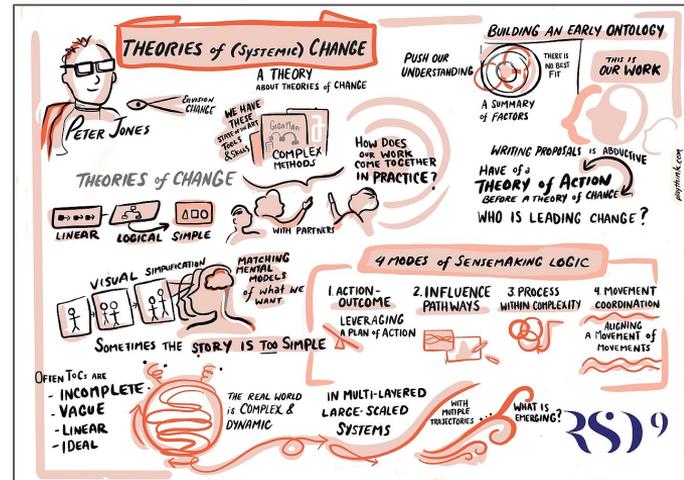
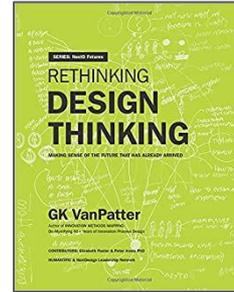
Can designing be the pursuit of **better question towards practical wisdom...**?

As opposed to the pursuit of “ideals” in short-term?



Recent Works to Counter Reductive Tendency:

# Starting to see some of that shift in attention





**CONNECTING THIS ALL TO HUMILITY**

Placing **attention** to **rhythmic shifts**  
invites **learning** about the  
**unfolding nature** of situations  
to appreciate **when to act**,  
and also of value,  
**when to non-act.**

**This may require humbling oneself.**

**Three streams where *humbly designing* is having an impact on me...**

.....

.....

# Three streams where *humbly designing* is having an impact on me...

## NOT communicating with confidence of/from a single perspective

### MY RESEARCH - LEARNINGS

Systems communications widens the scope and breadth of strategic communication

	STAGE	STRATEGIC COMMUNICATION	SYSTEMS COMMUNICATIONS
Context		Immediate environment	Higher-order system
Objectives		Immediate environment	Higher-order system
Audiences		Narrow ideal	System's variety
Research		Isolated, audience-centric	Connected; relationship-centric
Strategy		Singular pathway set	Multiple pathways emerge
Messaging		Reductive, singular, closed	Reflective, multi-sided, inviting, open

### UNDER LAYERED SUSPICION

#### A REVIEW OF CRA AUDITS OF MUSLIM-LED CHARITIES

*Under Layered Suspicion* identifies whole-of-government policies and patterns of audit practices that together demonstrate potential biases in Canada Revenue Agency (CRA) audits of Muslim-led charities.

FULL REPORT EXECUTIVE SUMMARY (EN) EXECUTIVE SUMMARY (FR) INFOGRAPHIC

### UNLOCK BAIL REFORM

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### UNLOCK BAIL REFORM

## Being in awe of & working on the infrastructures that sustain us



### The Innovation Delusion

How Our Obsession with the New Has Disrupted the Work That Matters Most

Lee Vinsel and Andrew L. Russell

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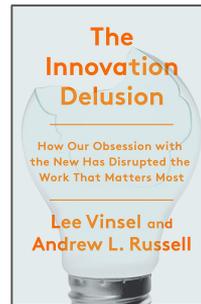
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### UNLOCK BAIL REFORM

## Being in awe of & working on the infrastructures that sustain us



## Reacquiring concepts from traditions that endure & applying to today



### KHALIL CENTER A ZAKAT FOUNDATION PROJECT

### Enhancing Modern *Designing* through Classical Traditions



Recap Map:

Recap Map:

Context



Recap Map:

Context

**Attention**

Intention

**Rhythms**

Temporality

Propensity

Knowing-from-inside

Recap Map:

Context

**Attention**

Intention

**Rhythms**

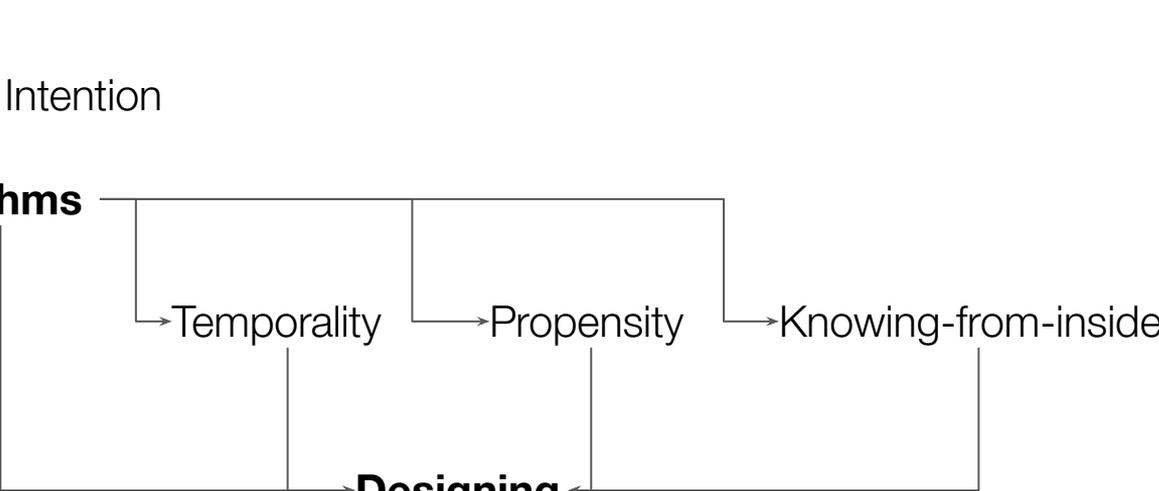
Temporality

Propensity

Knowing-from-inside

**Designing**

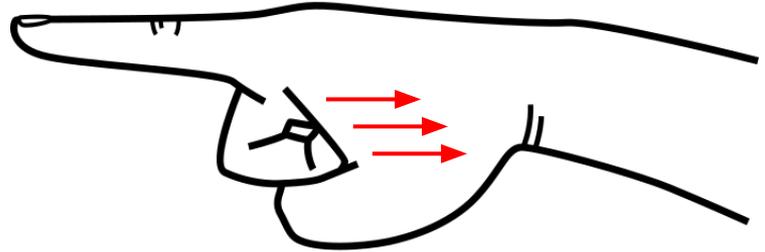
**Humbling**



Context:

**Ideas and critiques are directed at myself first and foremost,  
changing oneself before changing else**

*“When you point your finger at someone, there’s three fingers pointing back at you.”*





ONE-WORD TAKEAWAY:

rhythm



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THE POINT OF THIS PRESENTATION:

**Invite designers to appreciate  
when to act and  
when to non-act**



# Thank you.

## Looooooooong list of ideas left on the cutting-room floor.

I'll leave this slide up for a few minutes.

You can ask me (and David Ing and Peter Jones) about...

- Wu-Wei
- Contextual Dyadic Thinking
- Materializing vs. Dematerializing
- Wisdom Studies
- Thingification
- Type 3 and 4 Errors
- Mediated (media) understanding, representations
- Cultural Sustainability
- Teleology vs. Teleonomy / Purposeful vs. Purposive
- Ideal-Seeking vs. Finite Goals
- Urgent vs. Important
- Local vs. Distant
- History as Systems Thinking
- Knowing “when” you are, not just who you are or where you are
- Weave, Weaving, Living Lines, Contexture
- Timeless Strategy
- Islamic Design Philosophy & Systems Thinking (isnad, fiqh, adab, humility)
- Multiple stable states
- ...and anything else!

Potential reaction range...

