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The many faces of design: From adaptive response to creative agency to reflective engagement

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The Many Faces Of Design



adaptive response creative agency immersive engagement

"Fuller defines design as the deliberate ordering of components. Thus distinguished from randomness, design implies the presence of intellect..."

Edmonson, 1986, p.288

Elusive terminology.

"Social innovation is an initiative, product or process or program that profoundly changes the basic routines, resource and authority flows or beliefs of any social system. Successful social innovations have durability and broad impact. While social innovation has recognizable stages and phases, achieving durability and scale is a dynamic process that requires both emergence of opportunity and deliberate agency, and a connection between the two."

Westley, 2008, p.1

A social innovation.

"...influencing perspective could influence practice that in turn could influence progress."

E. Young in Westley, Patton, & Zimmerman, 2006, p.16

A multi-faceted approach.

"Managers promote stability while leaders press for change, and only organizations that embrace both sides of that contradiction can thrive in turbulent times."

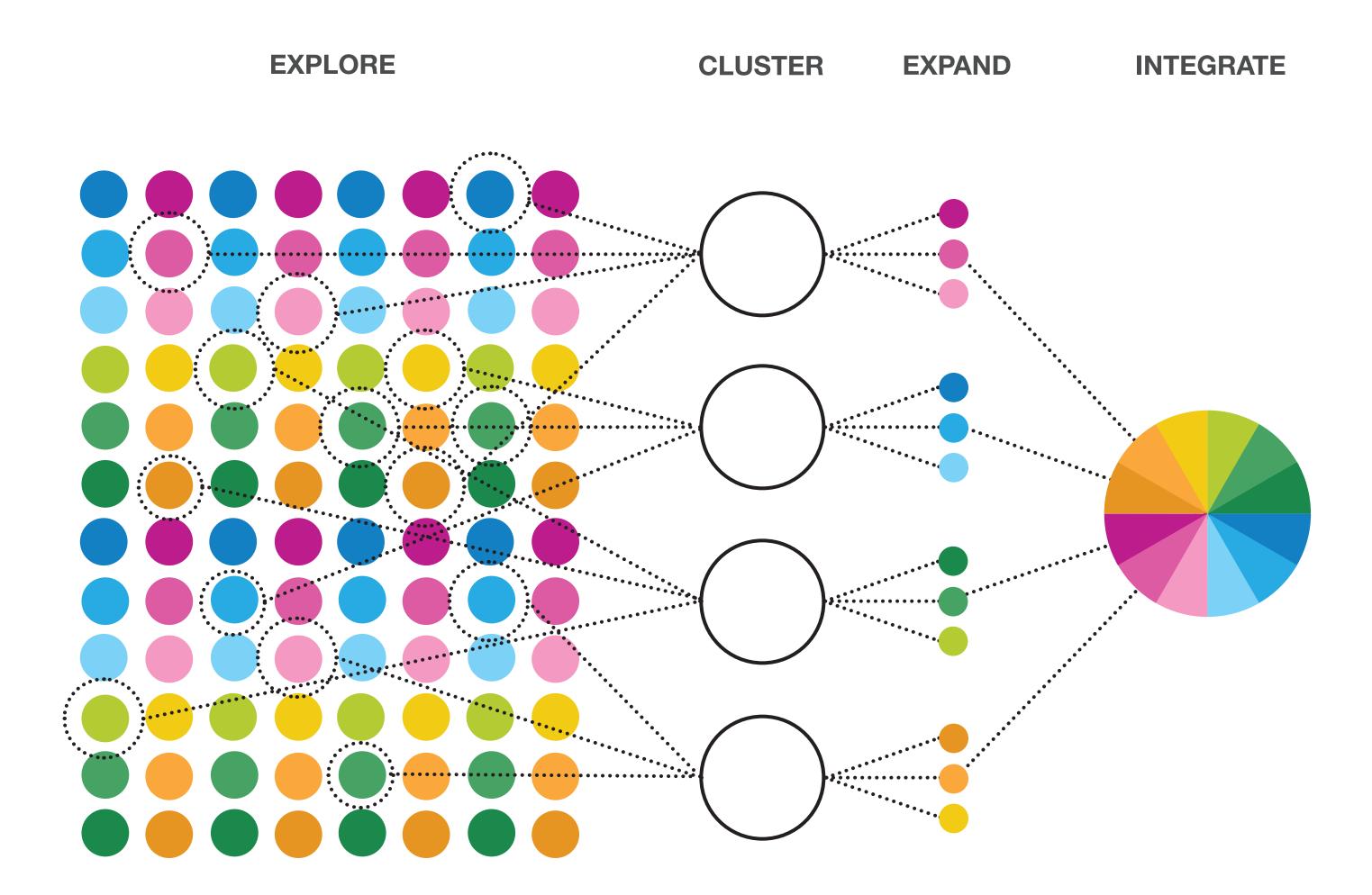
Kotter, J.P., 2001, p.85

MANAGING COMPLEXITY

planning organizing maintaining problem solving monitoring controlling MEDIATING CHANGE

envisioning inspiring aligning interpreting human drives and needs

deconstruction



BASIN LAYER I

perspective

BASIN LAYER II

practice

BASIN LAYER III

progress

social innovation role poet

adaptive response

social innovation domain beliefs

DESIGN FUNCTION
Sensemaking

DESIGN PHASE

exploration

DESIGN OUTCOME

CONCEPT

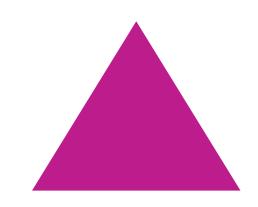
BASIN LAYER I

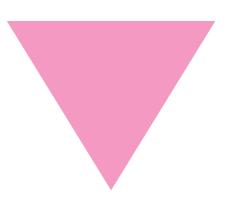
perspective

"Only human beings are able to discern such truths (science) and thereby participate in their own evolution (design)...humanity alone has access to the design laws of the Universe, and that has determined our unique evolutionary function...we are meant to solve problems...Our unique advantage is a faculty called 'mind', which can integrate disparate facts of experience."

Edmonson, 1986, p.288

reflect on experience





Collog Aguada bhogasay

We shall not cease from exploration And the end of all our exploring Will be to arrive where we started And know the place for the first time.

T.S. Eliot, Excerpted from Four Quartets

social innovation role designer

creative agency

social innovation domain routines

mediation

synthesis & iteration

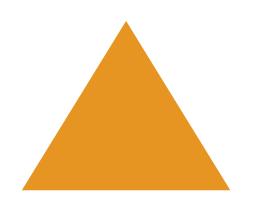
program

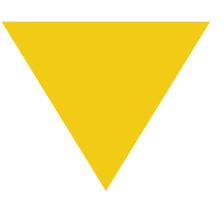
BASIN LAYER II

PICACTIC

CE

process





etructure

"Artifacts coshape the use that is made of them, and thereby the relationship that arise between humans and their world...artifacts invite particular actions while discouraging others or even rendering them impossible...Because mediated actions make humans encounter the world in a particular way, the mediating artifact helps to determine how both the world ('objectivity') and those who act in it ('subjectivity') are present."

Verbeek, 2005, p.171

social innovation role debater

DESIGN ACT immersive engagement

resource & authority flows

DESIGN FUNCTION

systems integration

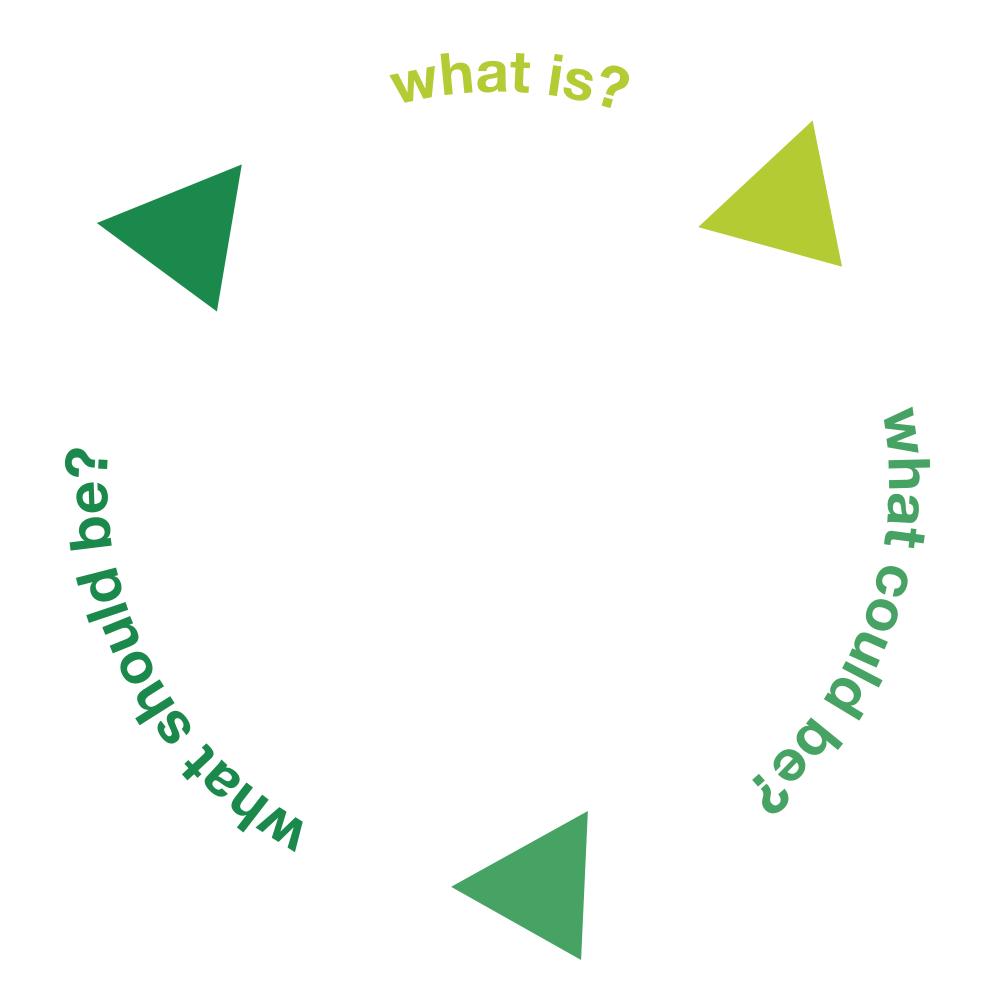
DESIGN PHASE

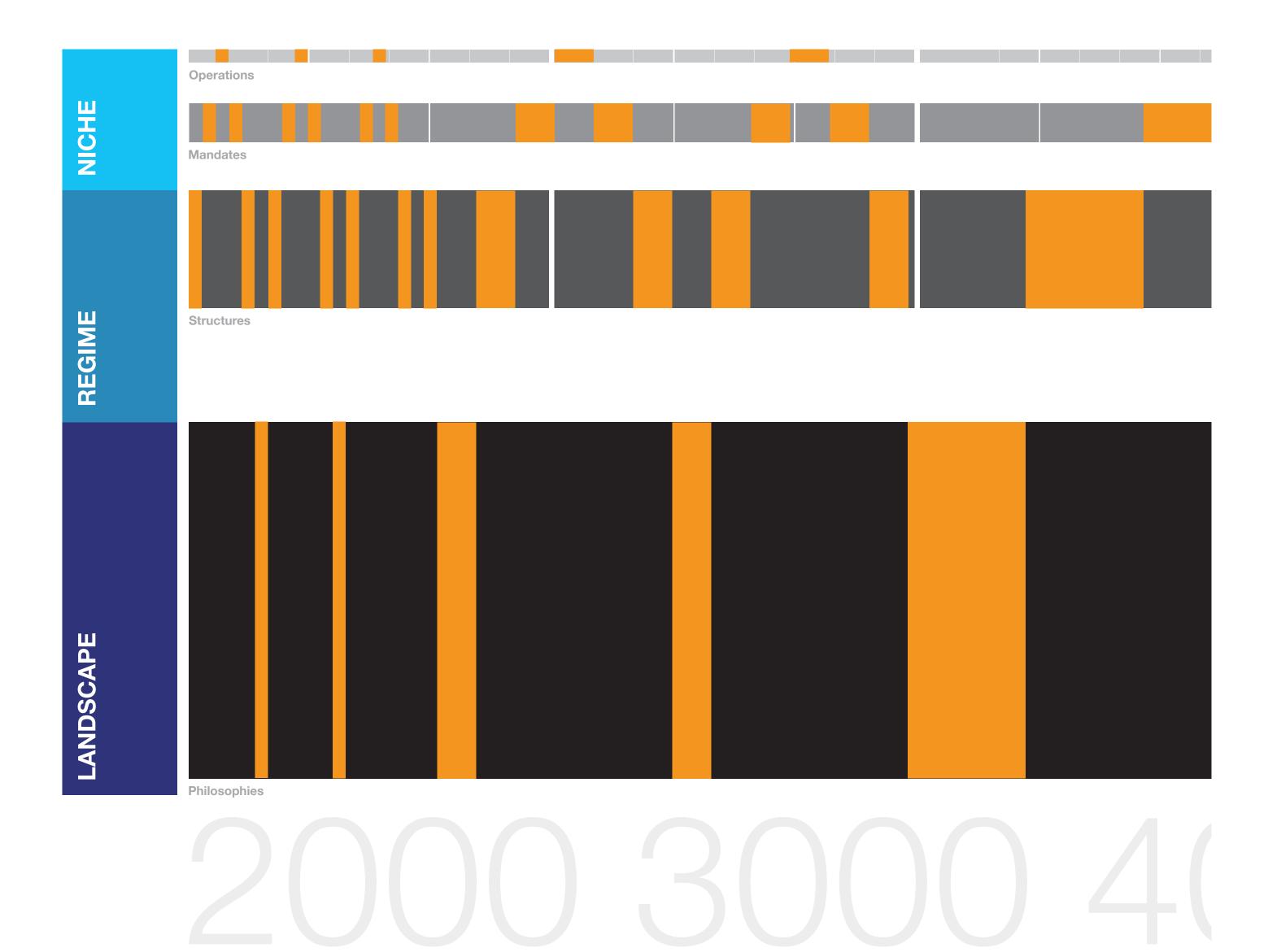
connection

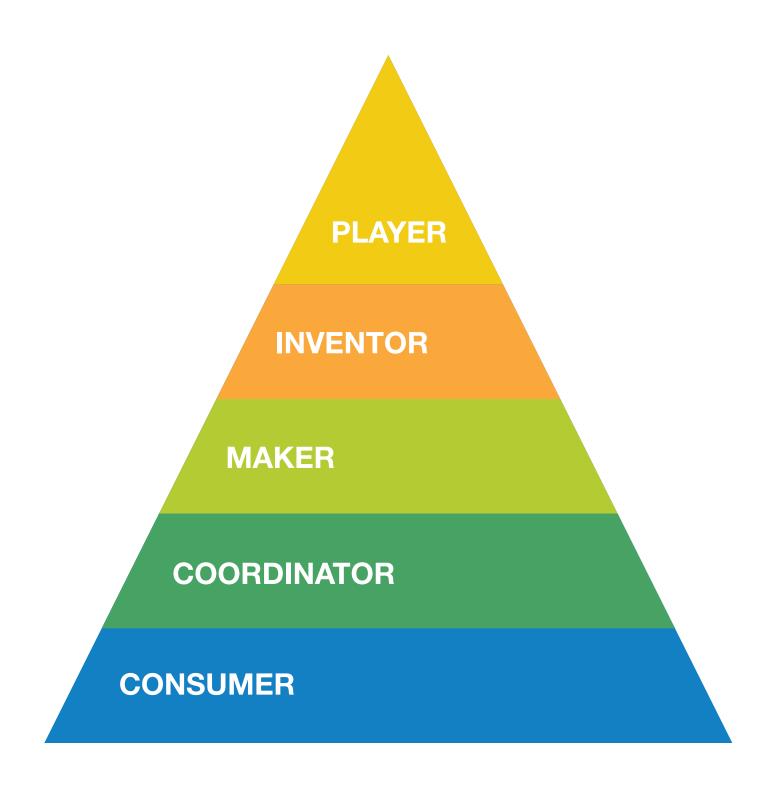
implementation

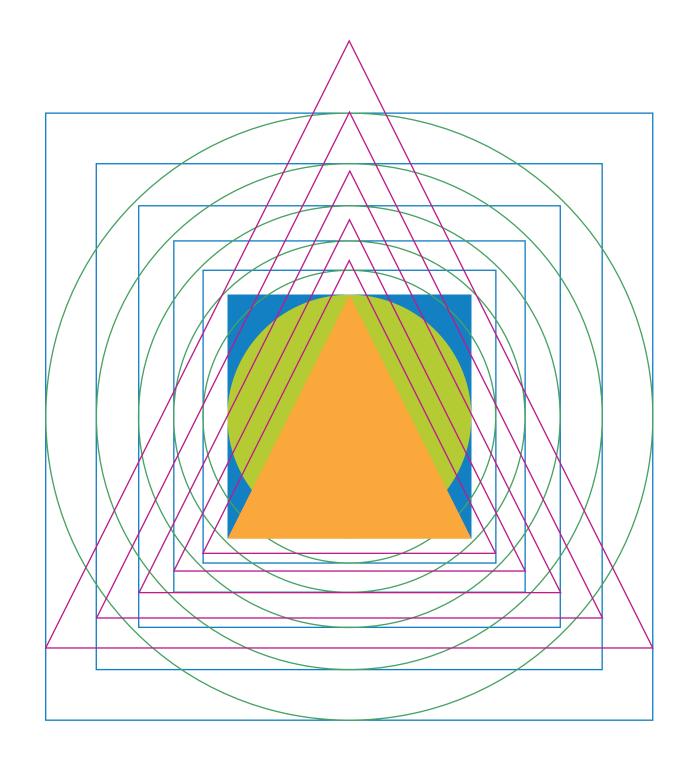
BASIN LAYER III

progress









One becomes accountable for one's presence in a system through active engagement with it—one's acts of intervention the means through which one shapes and sustains one's position in the system. In other words, one takes responsibility for one's existence by clearly defining related parameters and characteristics. In this light, 'designer' becomes analogous with 'creative human agent', these agents embedded elements of systems, and their acts of agency critical to the functioning of the whole.

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