



Faculty of Design

2021

RSD10 sketchnote gallery

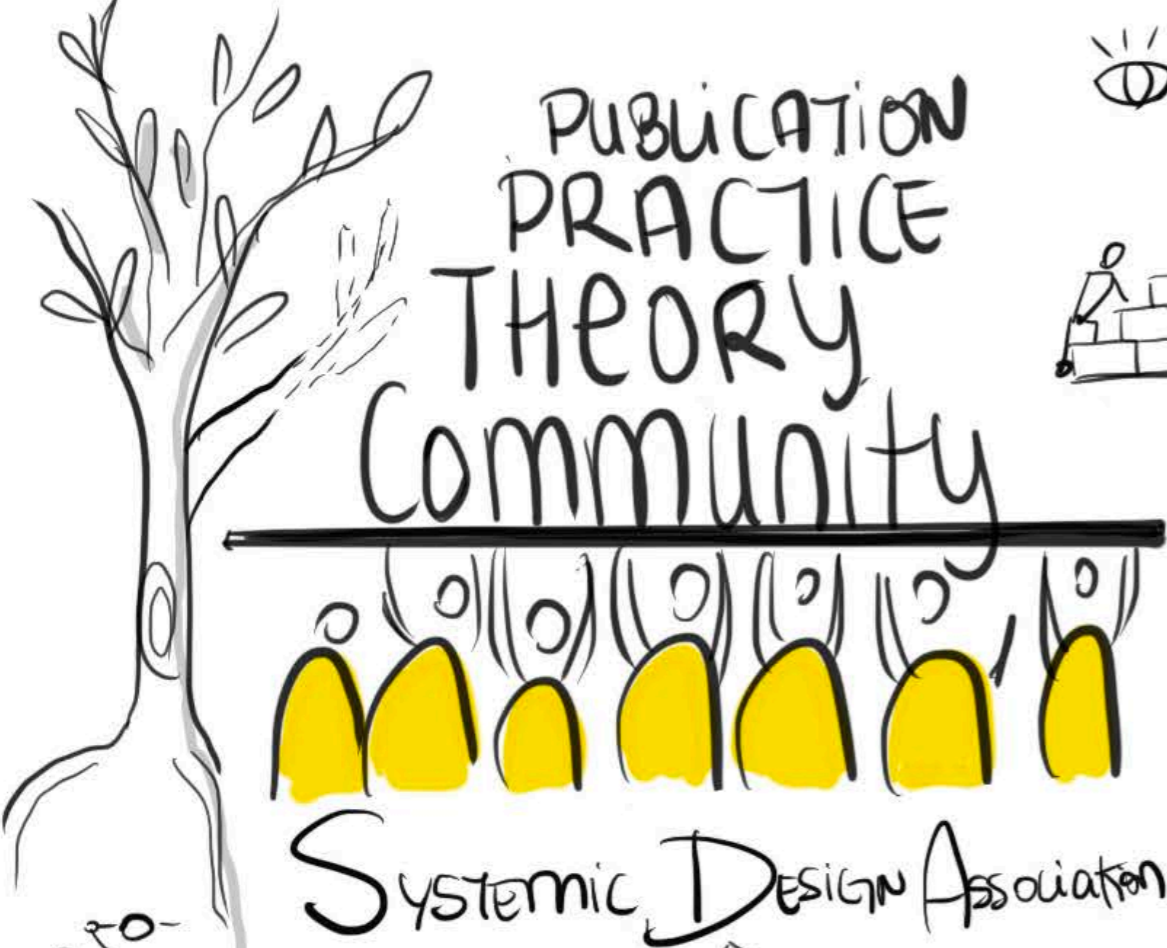
Echaniz, Alazne and Kambitch, Patricia

Suggested citation:

Echaniz, Alazne and Kambitch, Patricia (2021) RSD10 sketchnote gallery. In: Proceedings of Relating Systems Thinking and Design (RSD10) 2021 Symposium, 2-6 Nov 2021, Delft, The Netherlands. Available at <http://openresearch.ocadu.ca/id/eprint/3820/>

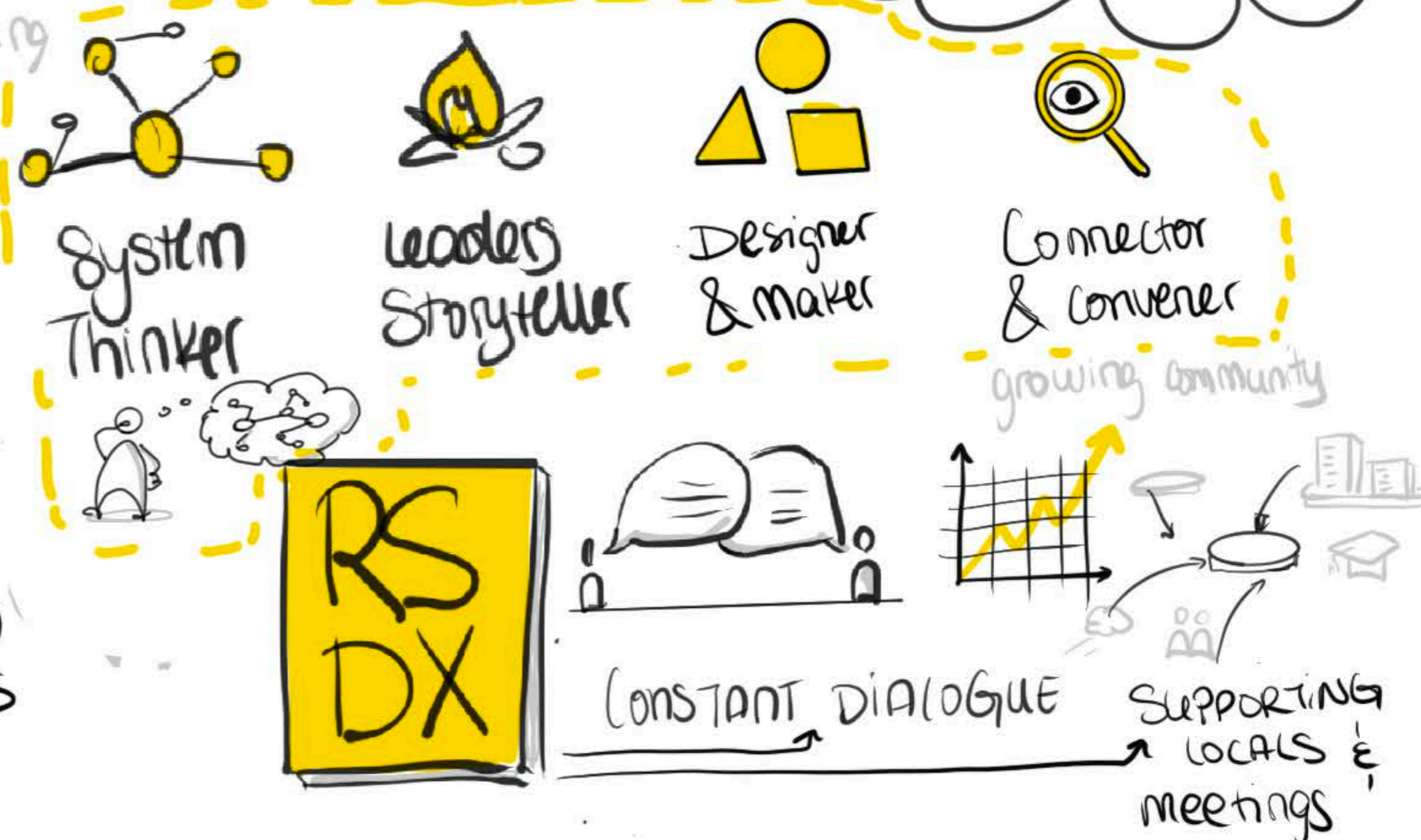
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ACTORS TO LEADING CHANGE

KEYNOTE:
SILVIA BARBERO



673 ARTICLES

RSDX

CONSTANT DIALOGUE
SUPPORTING LOCALS & MEETINGS

EDUCATIONAL LAB

- PROJECTS
- EU Competitive Research
- Systemic Design for a Coffee Circular Eco Innovate 2030



RSD Symposium

- CONFERENCE TOPICS:
- METHOD & METHODOLOGY
 - ECONOMIC
 - ARCHITECTURE & PLANNING
 - LEARNING & EDUCATION

Simple Thinking by Alazne Echariz
@simplesketchthinking

RSD 2021: PLAYING WITH TENSIONS
SDA
Systemic Design Association



10 YEARS



CLIMATE CHANGE: 2021



Time(x)



Transitions:
OUT OF EQUILIBRIUM

DEVELOPMENT
BY DESIGN

KEYNOTE:
DERK LOORBACH

1.0 TRANSITION ARENAS



2.0 ENVISIONING & EXPERIMENTING



Policy transitions

-20 YEARS

TODAY

1.0 2.0 3.0

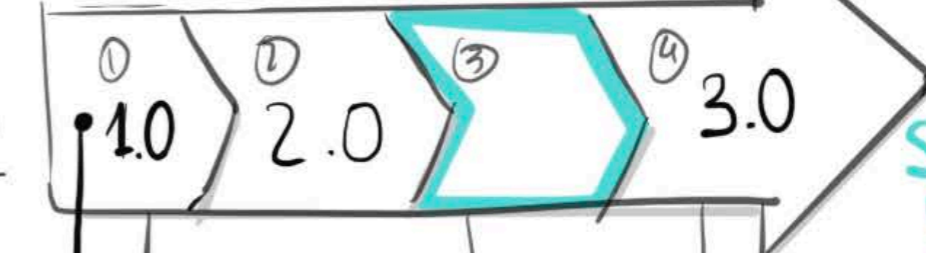
Optimization, chaos

Institutionalization, stabilization

Experimentation, merging

Breakdown, phase out

TRANSITION IN THE MAKING



SUSTAINABLE FUTURE

Policy makers

MAKING RADICAL TRANSITION VISIBLE

Scientist

10011 + 10100

Regime

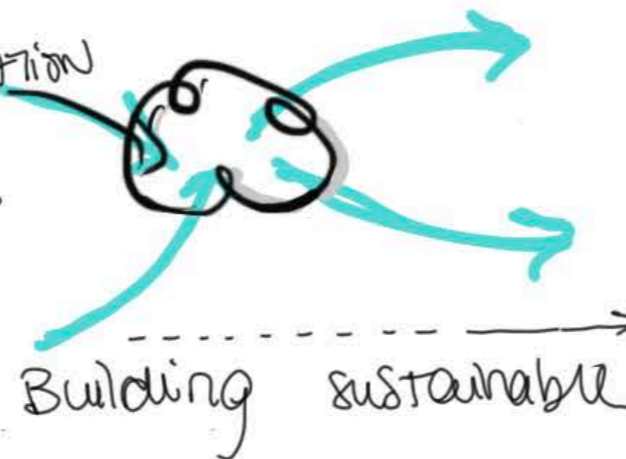
THE WAY WE COLLECTIBELY



Let's create Tensions



TRANSFORMATION FROM THE EXISTINGS

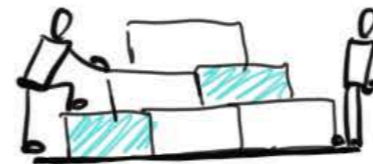


Building sustainable

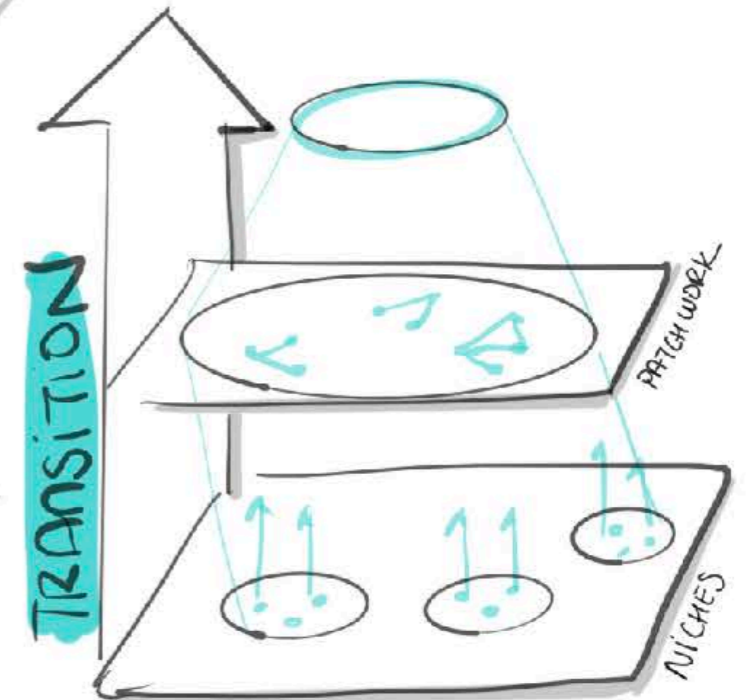
DESIGN IMPACT PLATFORM

RESEARCH

SHIFT

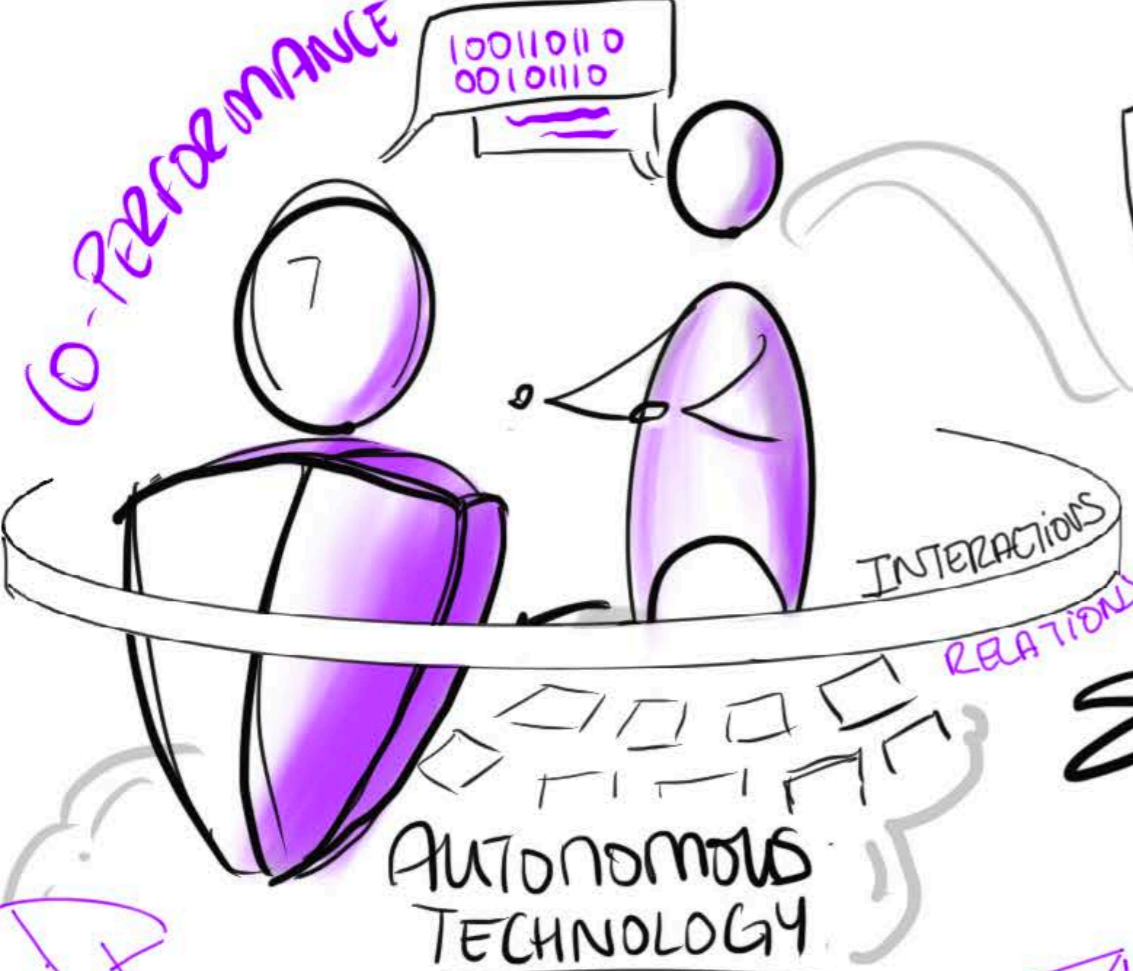


TRANSITION



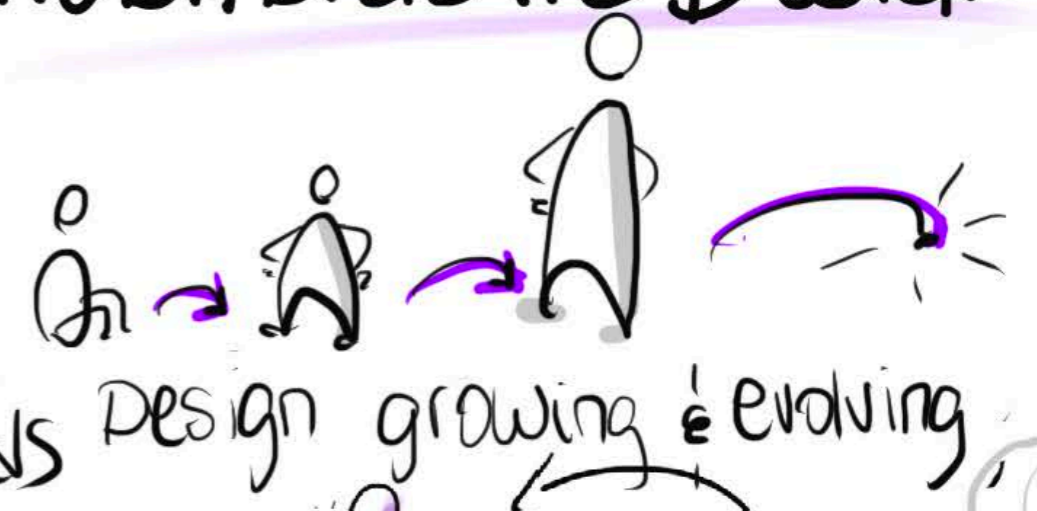
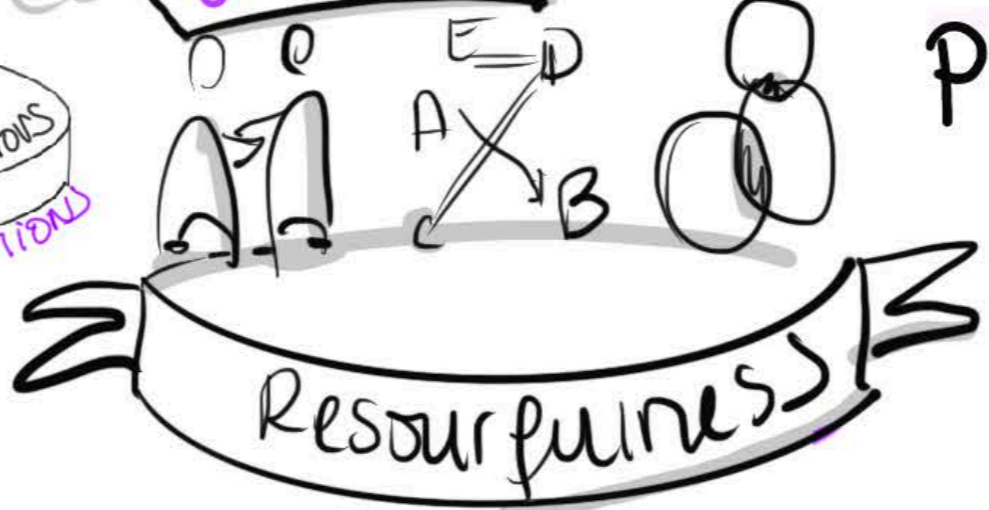
Simple Thinking by Alazne Echariz



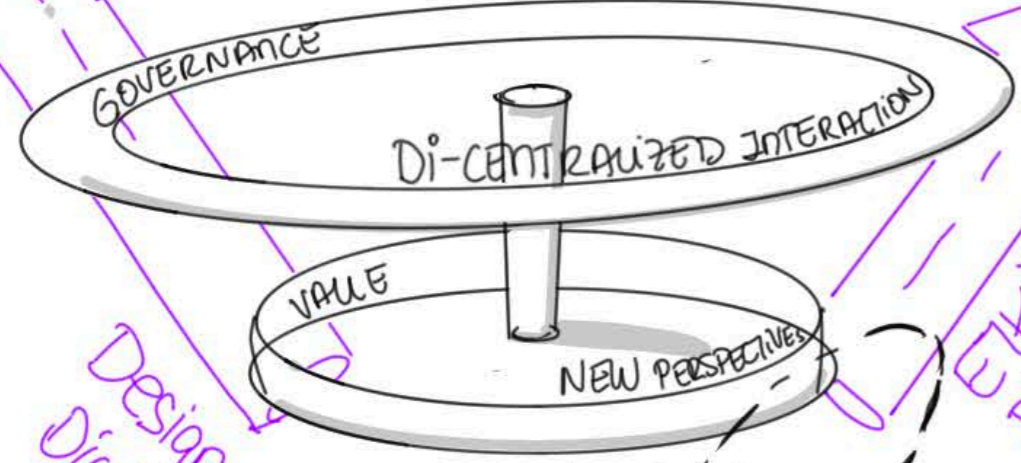


KEY NOTE:
ELISA
GIACARDI

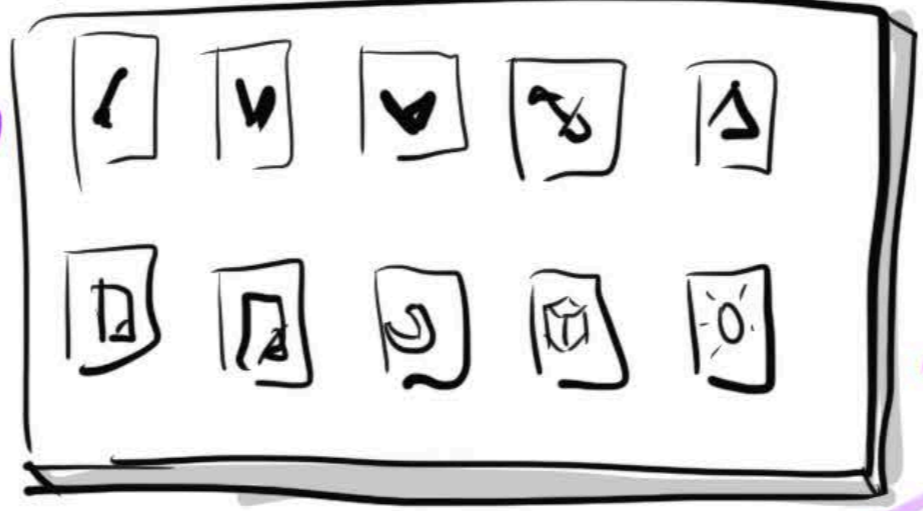
AUTONOMOUS Technologies & THE CHALLENGES OF PROBABILISTIC DESIGN



AUTONOMOUS TECHNOLOGY



Ideation process cards



CONNECTED RESOURCES

Simple Thinking by Alayre Echang



POSITIONALITY
WEB 2.0
IOT
WEB 2.0

ETHICS DIRECTIONS

CALL FOR ACTION!

TRANSFORMATIVE ROLE OF TECH.

DC = DE = New initiatives

Elisa, but...
Why?

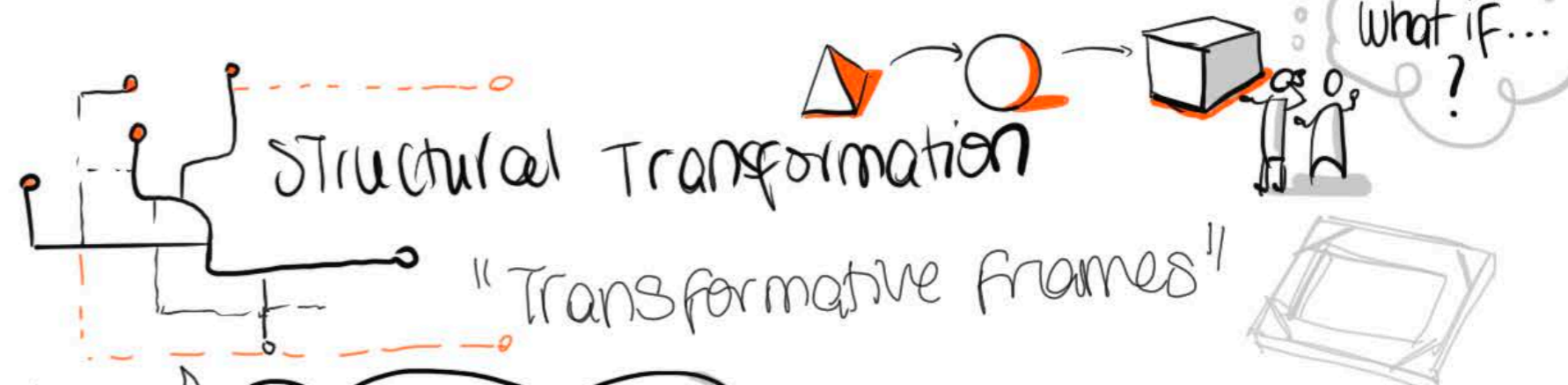
It's the what's How

IT'S about relations, iterations and negotiations



REFLECTIONS ON DESIGN PRACTICE

BY INDY JOHAR



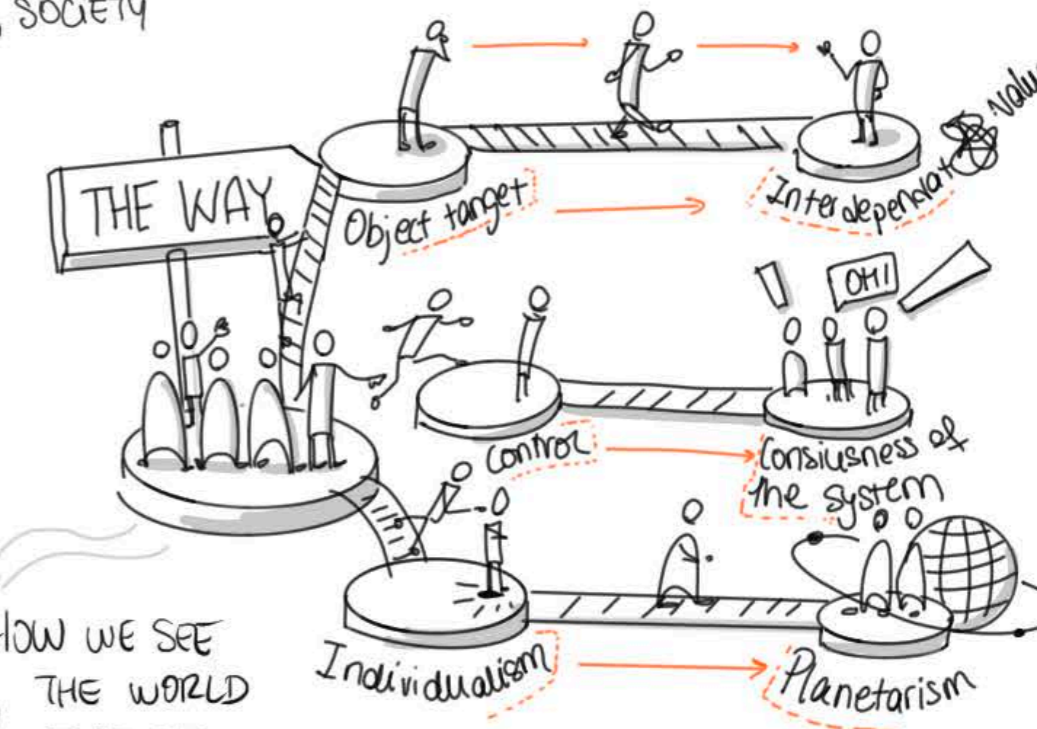
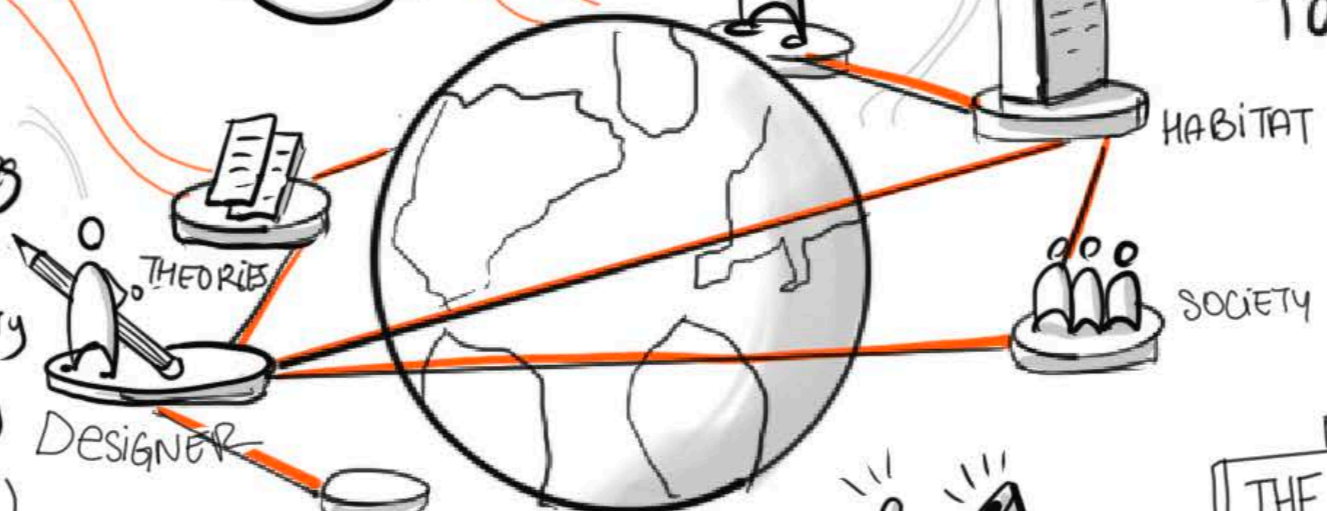
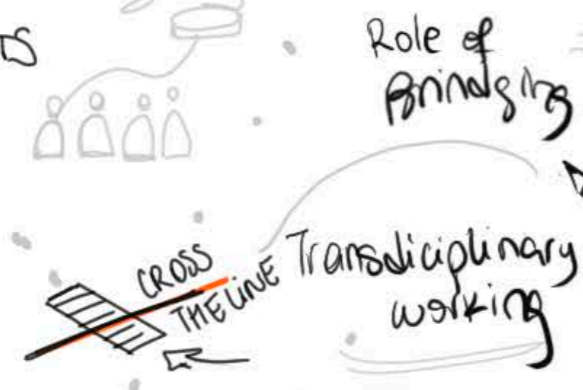
Reimagining our relationship with the world

Change our relationship with the world

- FEEDBACK SYSTEMS
- Agency System
- TAXONOMY SYSTEMS
- CAPABILITY DESIGN
- HUMAN AGENTS



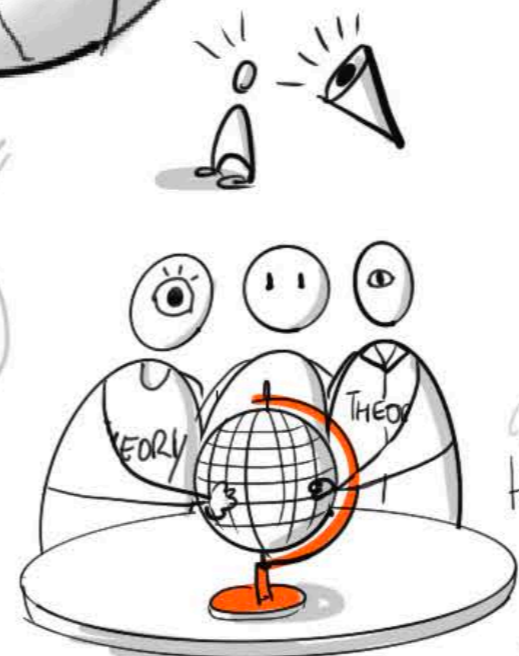
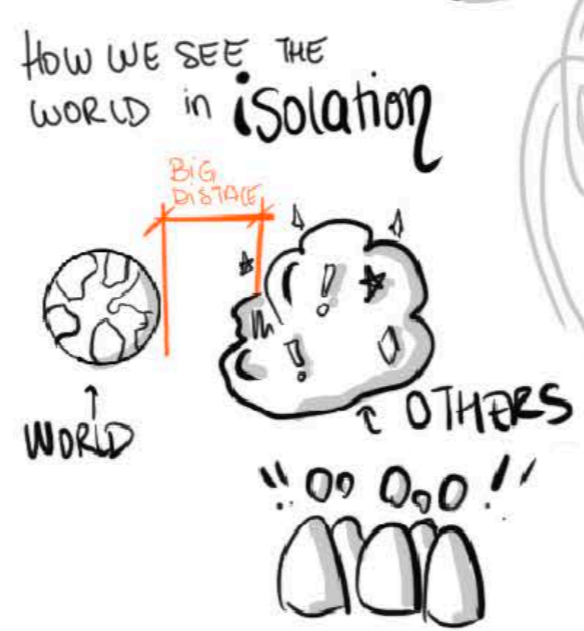
Systemic Change to deal with complexity



Simple Thinking by Alazne Echariz @simplesketochinking



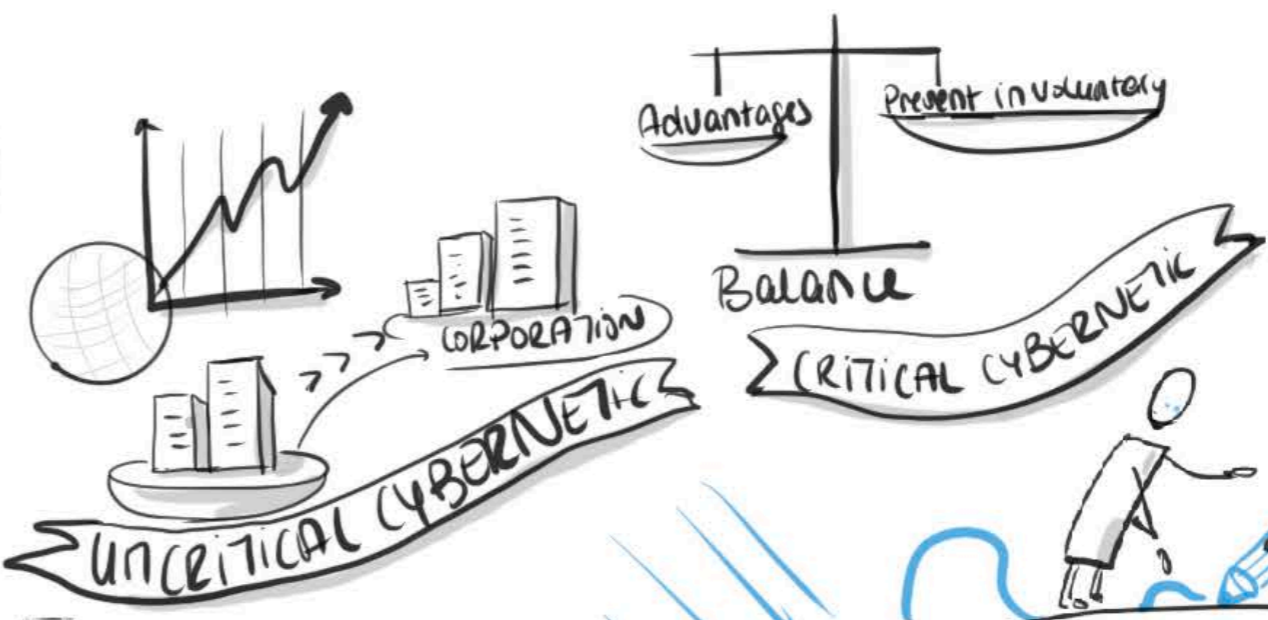
PROBLEMS WE ARE FACING



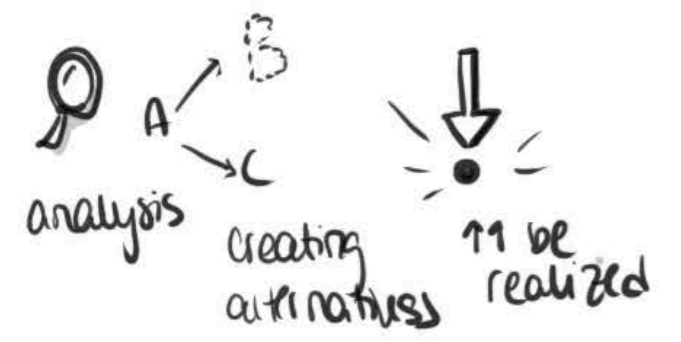
From UNCRITICAL DESIGN TO CRITICAL EXAMINATION OF ITS SYSTEMIC CONSEQUENCES

KEYNOTE: KLAUS KRIPPENDORF

WHICH ARE THE Systemic Consequences?



CRITICALITY

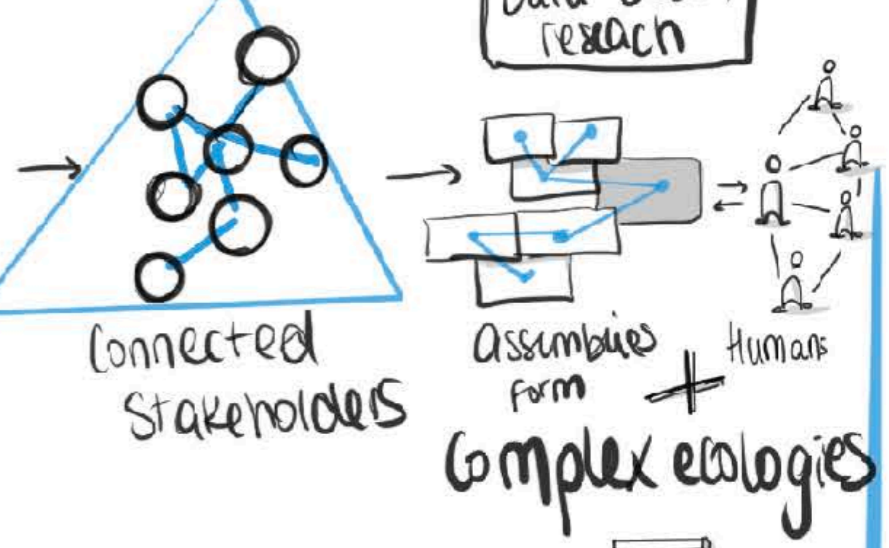
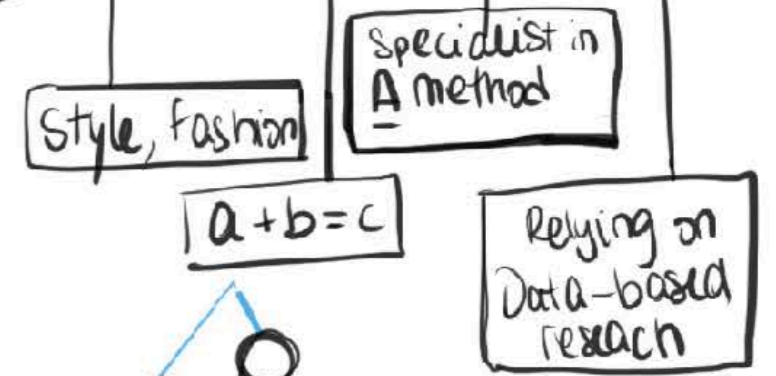


Current Algorithm



Digitalizing
 Autonomously
 adaptive learning sys.
 Replacing routine by e.
 Digitally increasing
 controllable
 bureaucratic sys.

Practicing Design UNCRITICALLY

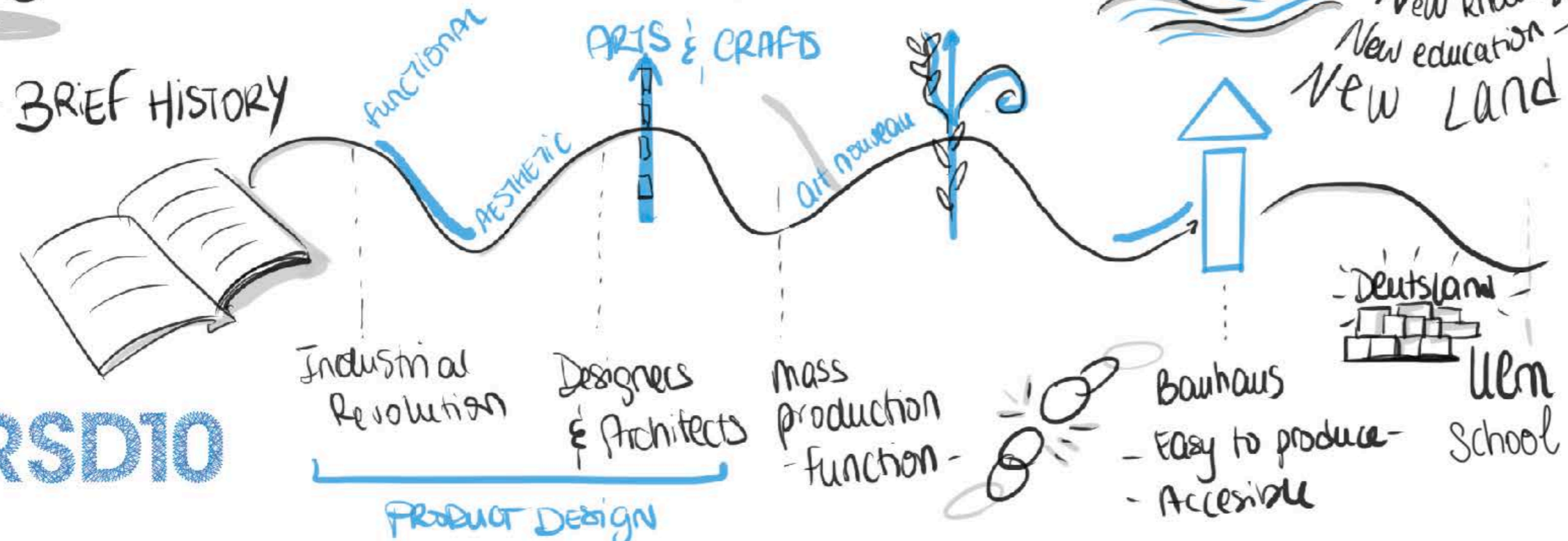


Young Klaus

Simple Thinking by Alage Echoniz @ SimpleSketchThinking

engineering → Ulm design school → professor

A BRIEF HISTORY



CO-DE|GT BETA: The 21st-century economy app for cross-species co-living

Marie Davidová, Shanu Sharma, Dermott McMeel, and Fernando Loizides

CAN WE SHIFT FROM ANTHROPOCENTRIC MATERIAL EXTRACTION & SHORT TERM CAPITALIZATION?



CONNECTIVITY IN THE URBAN ENVIRONMENT



RSD10

REDESIGN THROUGH REAL LIFE

PARTICIPATORY ACTION RESEARCH



AN APP

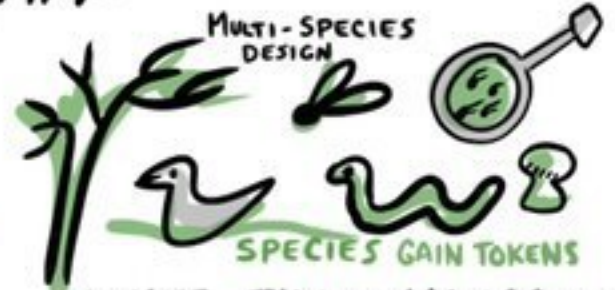
ACT ON BEHALF OF OTHER SPECIES

USING BLOCKCHAIN REGENERATIVE ECONOMY

BIOTIC AGENCY APPRECIATION

REAL TIME VALUES

MULTI-SPECIES DESIGN



SPECIES GAIN TOKENS

OTHER THAN HUMANS CAN HAVE WALLETS & AGENCY IN A FINANCIAL SYSTEM

A LIVING ECOSYSTEM
A REAL LIFE ECOSYSTEM COMMUNITY



USING THE DATA:

RECENT ECONOMIC MODELS DO NOT REFLECT
OUR DEPENDENCE ON OVERALL ECOSYSTEM

THE APP IS A WORK IN PROGRESS
TEST OUR APP
GIVE US FEEDBACK

A TOKEN REGENERATIVE ECONOMY

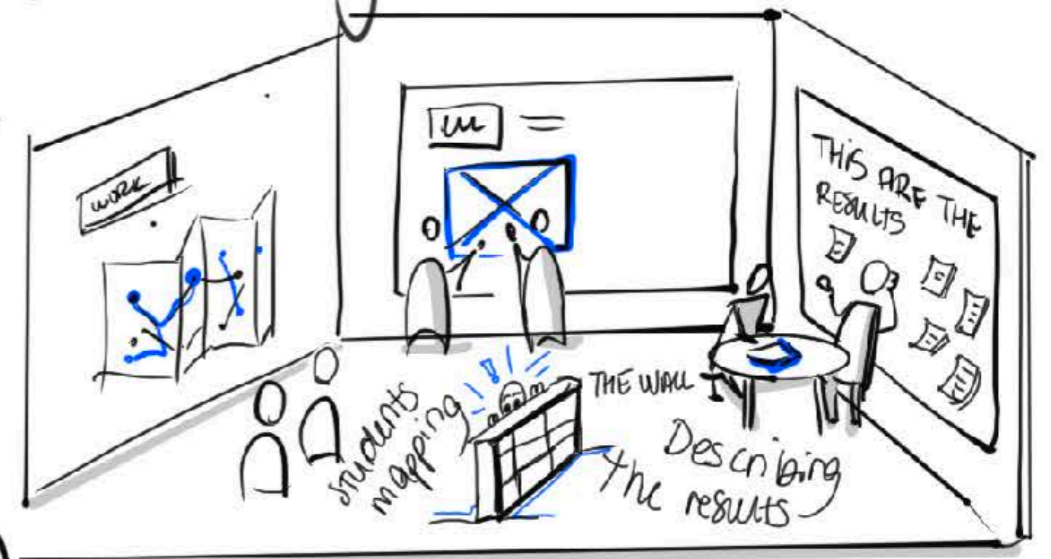
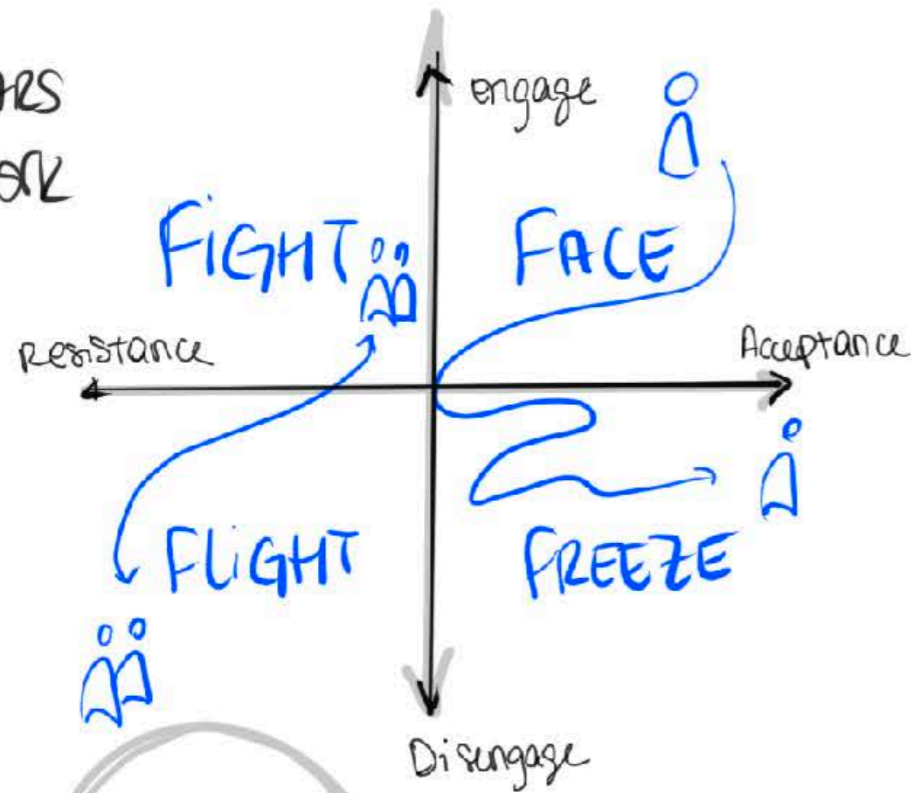
Playthink.com

EXPOSING THE EMOTIONAL DYNAMICS OF MAKING TENSIONS TANGIBLE

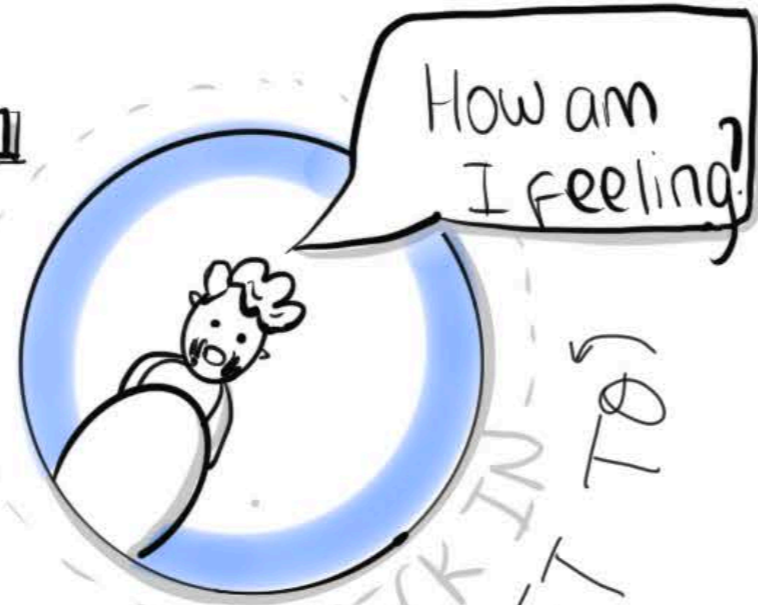
IN Systemic Design

TRACK 02

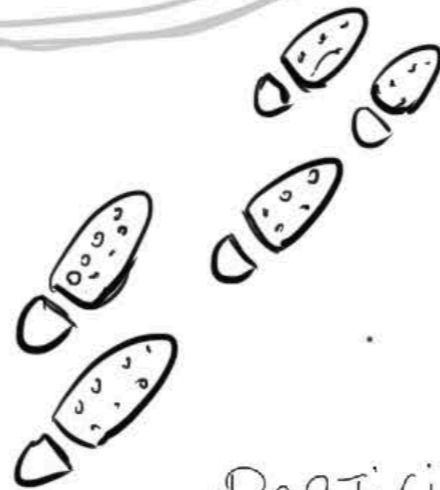
THE 4 FEARS FRAMEWORK



HOW DID PEOPLE REACTED TO THE RESULTS?



DON'T FORGET TO CHECK IN



PARTICIPATORY SESSION

migration crisis in Sweeden



STORYTELLING TIME



RSDIO by Alazne Echaniz

@simpleskethtinking

Towards Speculative Services for an Inclusive Society Understanding the Relationships between Systemic Service and Speculative Design

Zijun Lin, Beatrice Villari and Birger Sevaldson

DEVELOP A FRAMEWORK

SPECULATIVE APPROACH

STRATEGIC FORESIGHT

SCIENCE FICTION

ANTICIPATION STUDIES

FUTURE STUDIES

DESIGNERS MUST FACE WICKED PROBLEMS AT DIFFERENT LEVELS



CONFLICTS

SOCIAL TRANSFORMATION

PSYCHOLOGY



SOCIAL INCLUSION

MULTIDIMENSIONAL

"IT IS UNETHICAL TO DESIGN SOCIAL SYSTEMS FOR SOMEONE ELSE."
BANATHY, 1996



SPECULATIVE DESIGN

SERVICE DESIGN

LAYERS

HUMAN CENTERED
HOLISTIC METHODS
VALUE CO-CREATION
SOCIAL ISSUES

MULTIPLE LEVELS
of COMPLEXITY



RSD10

Playthink.com

Simple Thinking -

by Aline Eckert

GAME

PLAYING IS...

- FUN
- THERE ARE RULES & CONSTRAINTS

COLLABORATION

VALUE
KNOWLEDGE

LEARNING

- WORK 12 -

DESIGNING LEARNING SPACES: EMBRACING PLAYING WITH TENSIONS



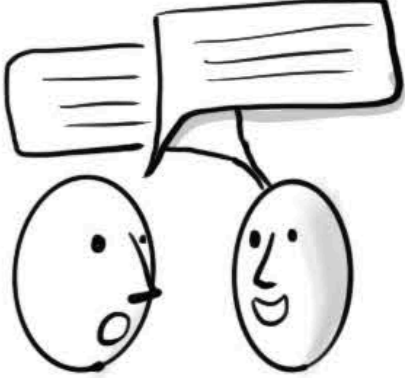
LET'S PLAY ALL TOGETHER



SANDBOX IS THE CONSTRAINT

Play Pro

EXERCISE



COMMUNICATE

FREEDOM TO CREATE



JOIN US

WHICH WAY?

Collective method of creating a game



IDEA DRAW SKETCH

SHARE

WE WANT TO PLAY!

HINK OF ALL
- FRAMES
- METAPHORS

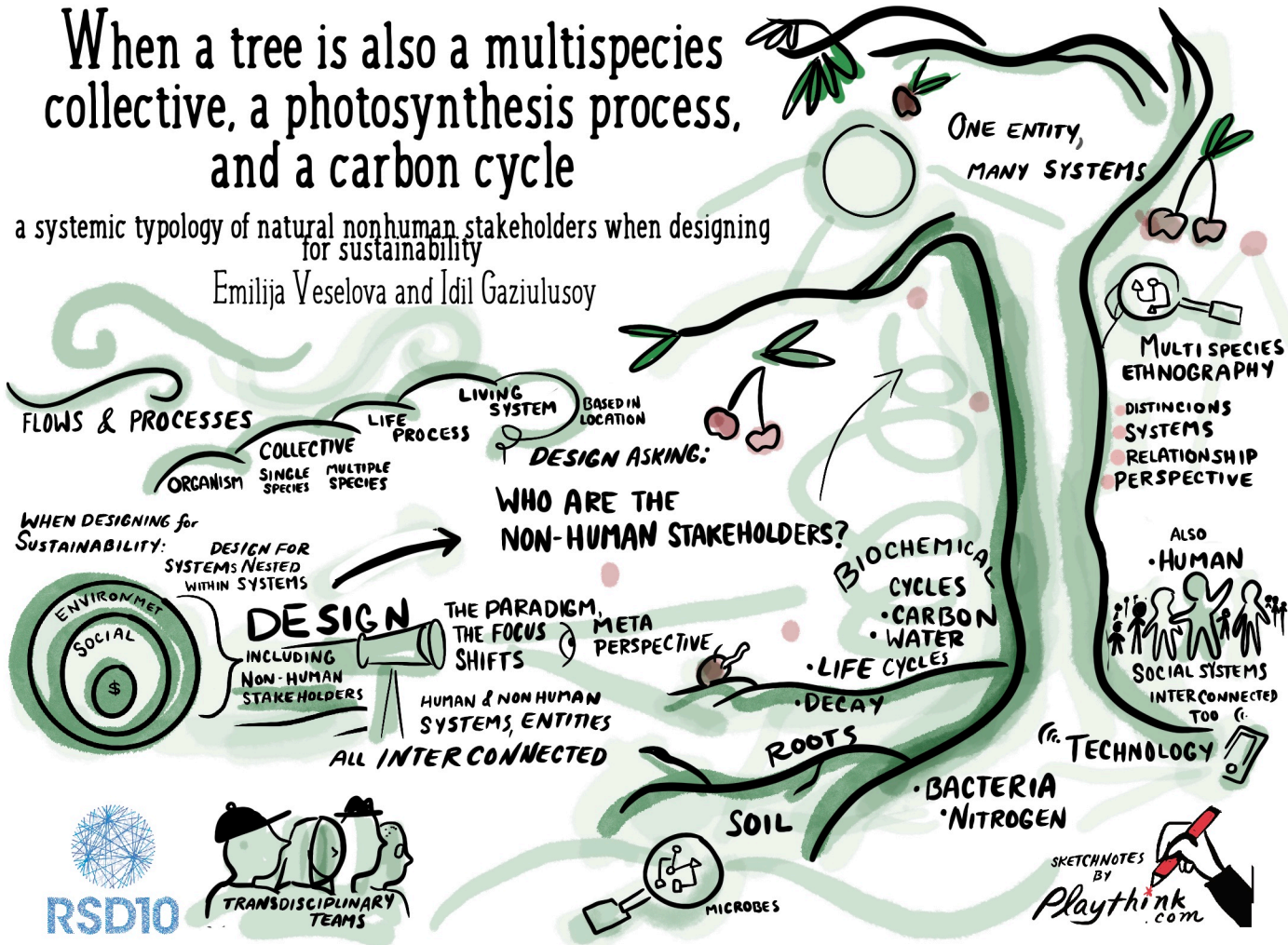


CREATION OF RULES
CREATION OF DOCUMENTS
↑↑↑ OF ENGAGEMENT

When a tree is also a multispecies collective, a photosynthesis process, and a carbon cycle

a systemic typology of natural nonhuman stakeholders when designing for sustainability

Emilija Veselova and Idil Gaziulusoy



TRANSDISCIPLINARY TEAMS

Option Evaluation In Multi-disciplinary Strategic Design Using Scenarios for System Prototyping

Gerhard Glatzel, Mehdi Mozuni and Maren Ohlhoff

RESEARCH THROUGH DESIGN

IN 2050 WHO are the USERS?



MORPHOLOGICAL
DELPHI METHOD

GENERATE SCENARIOS

FUTURE USER
SURVEY

TREND ANALYSIS

→ KEY FACTORS

→ SCENARIOS

→ ELABORATE

→ TEST

RSD10



WHAT'S
NEEDED

WHAT'S
PREFERRED?

USER
RESEARCH

WHAT'S
POSSIBLE?

WHAT'S
PROBABLE?



USE NARRATIVES
& VISUALIZATIONS

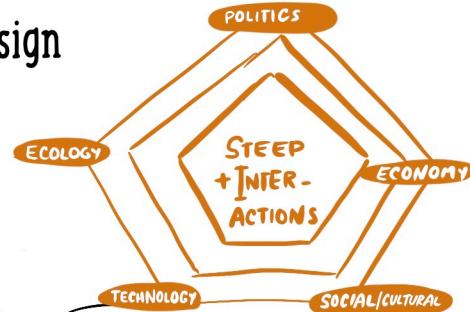


GAIN NEW
KNOWLEDGE

DISCUSS GOALS



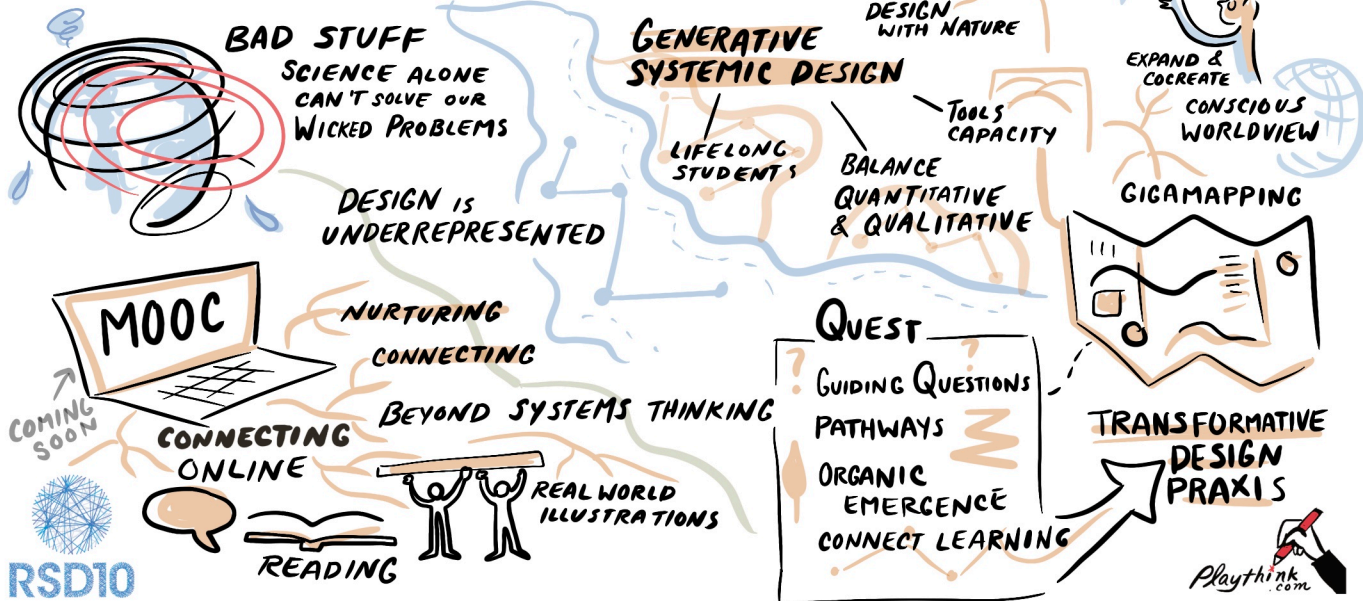
Playthink.com



Enriching Synergies in Systemic Design

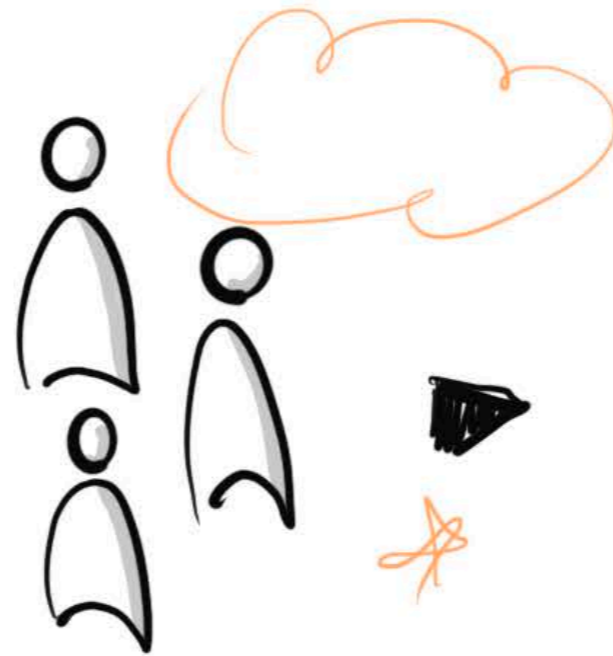
Hybridizing Science Design and Transformative Action

Tobias Luthe, Justyna Swat, Haley Fitzpatrick,
Tiphaine Mühlethaler and Abel Crawford



Why?

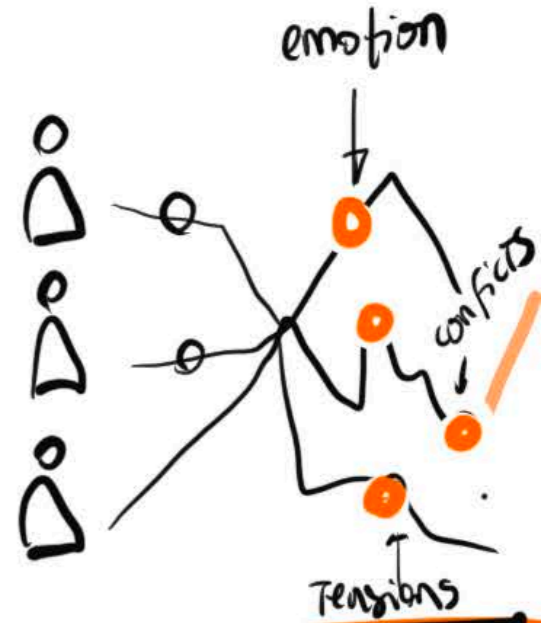
- GATHERING DATA
- UNDERSTANDING
- Communicating
- Ideating



PHASE 1: COLLECT DATA
HYPOTHETICAL SCENARIOS



PHASE 2: SYSTEM CREATION



PHASE 3

How?

PARALLEL STORYTELLING

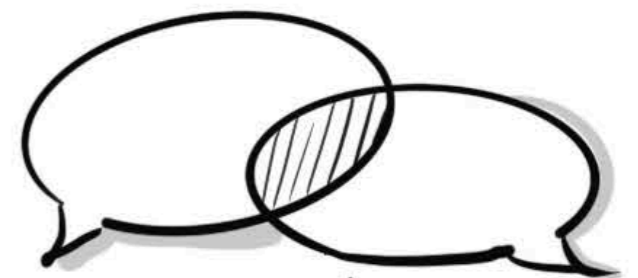
THAT INTERSECT



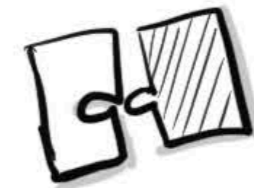
Storytelling



THINK & Imagine



Communicate



Share & connect



Platform



SKETCHNOTES

BY ALAZNE ECHANIZ @ Simple sketch thinking

PAPER 2: STORYTELLING FOR SYSTEMIC DESIGN
ELISE TALGORN

Simple Thinking -
LET'S PLAY
ALL TOGETHER

GAME

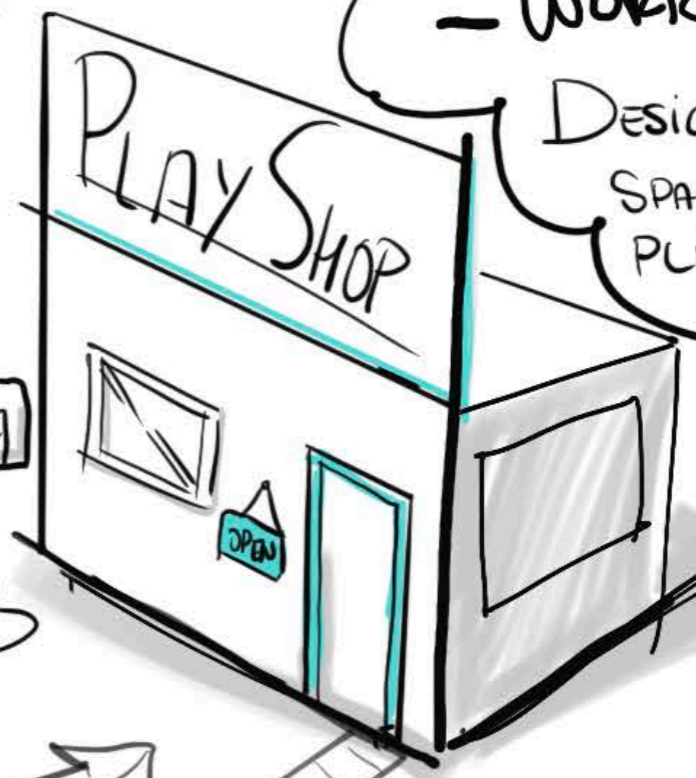
PLAYING IS...
• FUN
• THERE ARE RULES & CONSTRAINTS

COLLABORATION

VALUE
KNOWLEDGE

LEARNING

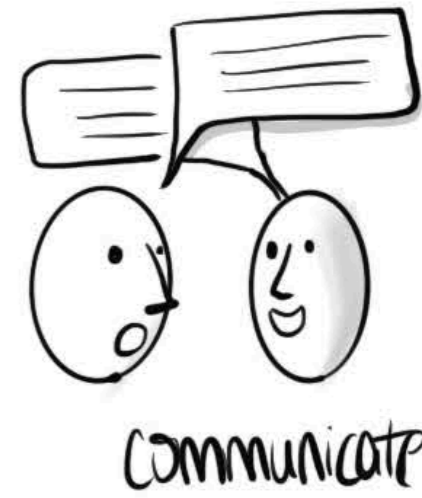
- WORK 12 -
DESIGNING LEARNING SPACES: EMBRACING PLAYING WITH TENSIONS



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FREEDOM TO CREATE



JOIN US

WHICH WAY?

Collective method of creating a game



IDEA DRAW SKETCH

SHARE

WE WANT TO PLAY!

HINK OF ALL
- FRAMES
- METAPHORS



CREATION OF RULES
CREATION OF DOCUMENTS
↑↑↑ OF ENGAGEMENT

BIG QUESTIONS FOR US ALL

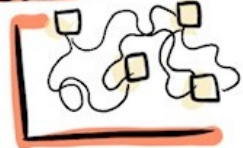
WE'RE ALREADY IN COLLAPSE

WE'RE IN CRISIS

4th TURNING
140 year cycle

SHOULDN'T WE LOOK AT
WHAT'S EMERGING

HOW DO WE DESIGN FOR BEYOND HUMAN?
FRAMING WHERE TO DRAW THE BOUNDARY?



Giga Maps
- EMBRACES COMPLEXITY OVER SIMPLICITY
What's the connection?
Sketchnotes

Why are we here?

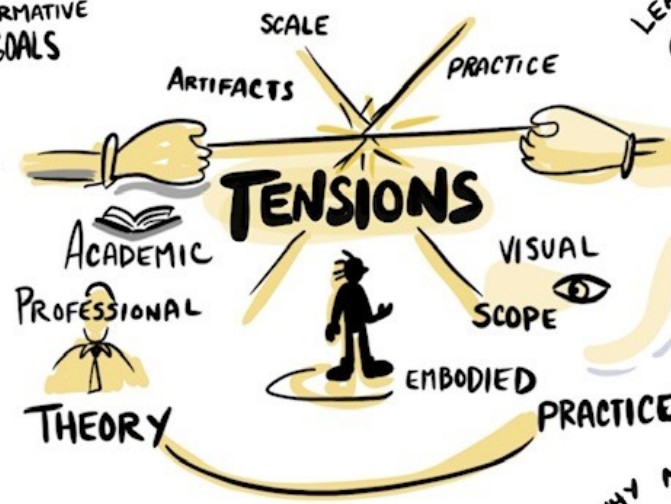
What is the Purpose of Government?

MODERNISM
PROGRESS

CAN WE CREATE A BETTER THEORY OF CHANCE
NORMATIVE GOALS

DESIGN: MAKE IT FIRST

THEORY LATER



NOW IS THE TIME WHEN WE DANCE
LEAD FOLLOW MOVE TALK
INTERPLAY.org
IMPROV THEATRE OF THE OPPRESSED
IMAGE THEATRE
see also

Movement in DIALOGUE INFORMING RESEARCH

Breaking through Limits of

Rational Thought

ACCESS LAYERS

WHY MOVE?
DEEPEN THE CONVERSATION
GET UNSTUCK

Hermaneutics



PROGRESS IS A DEAD END.
WE HAVE NEVER BEEN MODERN
BRUNO LATOUR

CAN DESIGN SAVE THE WORLD?

CAN WE MAKE CHANGE
FAST enough
BIG enough?

MORE THAN PATCHING
UP THE
FAILING
SYSTEMS

FOCUS ON
SMALLER
SCALE

WHO'S THE CLIENT?
WORK WITH THE BIG PLAYERS

ECOCIDAL
BUSINESS MODELS
"The MICIMATTS"

(MILITARY
INDUSTRIAL
CONGRESSIONAL
INTEL
MEDIA
ACADEMIC
THINK TANK)

EQUITY
IS AN
OUTCOME
of the SYSTEM

URGENCY
LEADS TO
SHORT TERM

EFFORTS OFTEN
OVER-SHOOT
TOO FAR
THE OTHER WAY

OUR LAST
CHANCE

ECONOMY

SYSTEMIC
DESIGN

3 HORIZONS

TIME TO

REDESIGN OUR

START
HERE

LARGE INSTITUTIONS



FUNDING & EVALUATION PUSHES

ACCOUNTABILITY
OVER

LEARNING

HOW TO GET FUNDERS
TO VALUE DOING &

STORIES

LOOK AT
THE PATH

LOOK AT THE
BIG PICTURE

THE
ECOCLOGY

WITH
URGENCY

Local



CULTURAL
ARTIFACTS

& TRANSFORM



FLOURISHING

BUSINESS MODEL CANVAS

What is the GOAL?

MORE THAN MAKING MONEY?
PROFIT



ELITES →

NOTHING TO SEE HERE



Loss of trust



LIVING ON LOANS
& PASSING IT ON TO NEXT GEN

SCIENCE FICTION CAN HELP
Whereeee!



SUPER ELITE
ANTONY'S NEW PROJECT



FLOURISHING FICTION COLAB



FEEDBACK ACTION RESEARCH

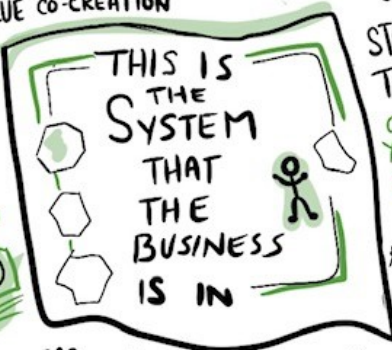


ARIZONA STATE UNIVERSITY

FLOURISHING BUSINESS MODEL CANVAS

ACTORS OVER STAKEHOLDERS
VALUE CO-CREATION

A TOOL FOR STORY TELLING
CHOOSE YOUR OWN STORY



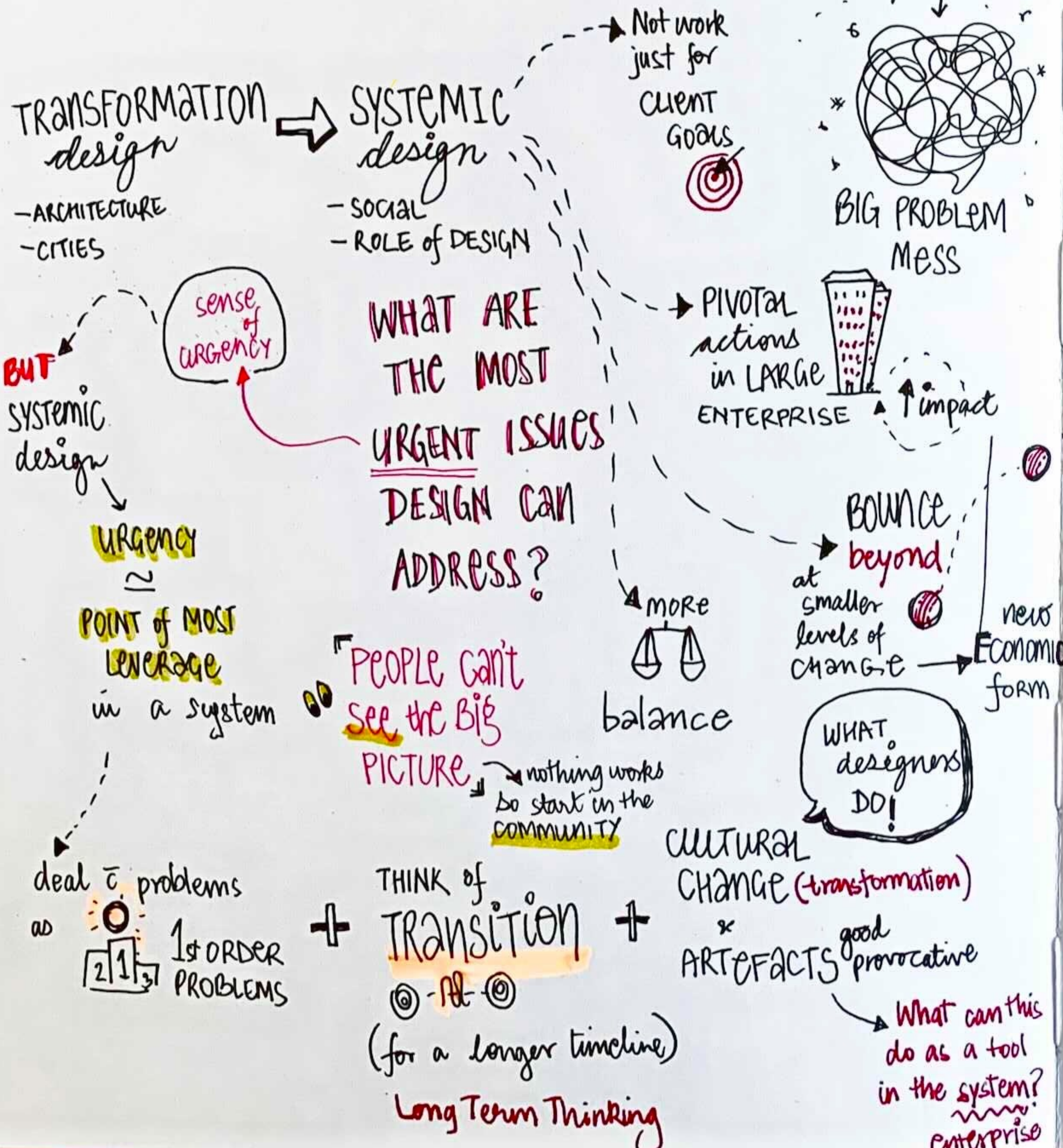
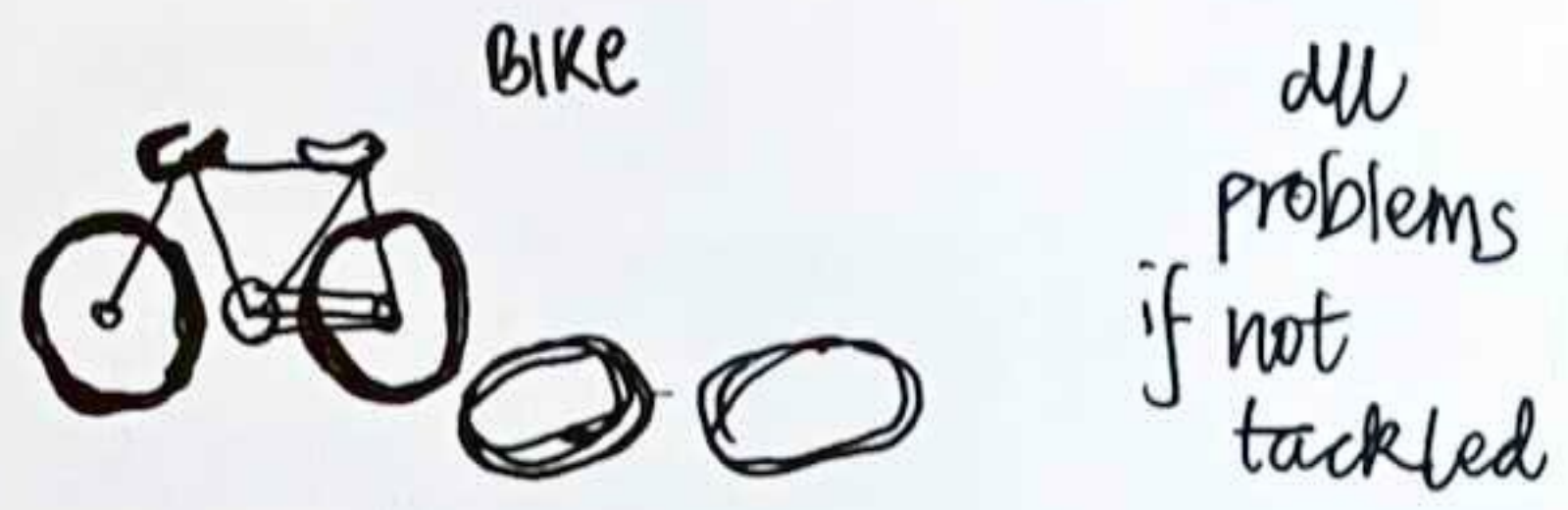
VS. The SYSTEM of the BUSINESS

*200/200
IS IMPOSSIBLE CUZ YOU'D GO OUT OF BUSINESS

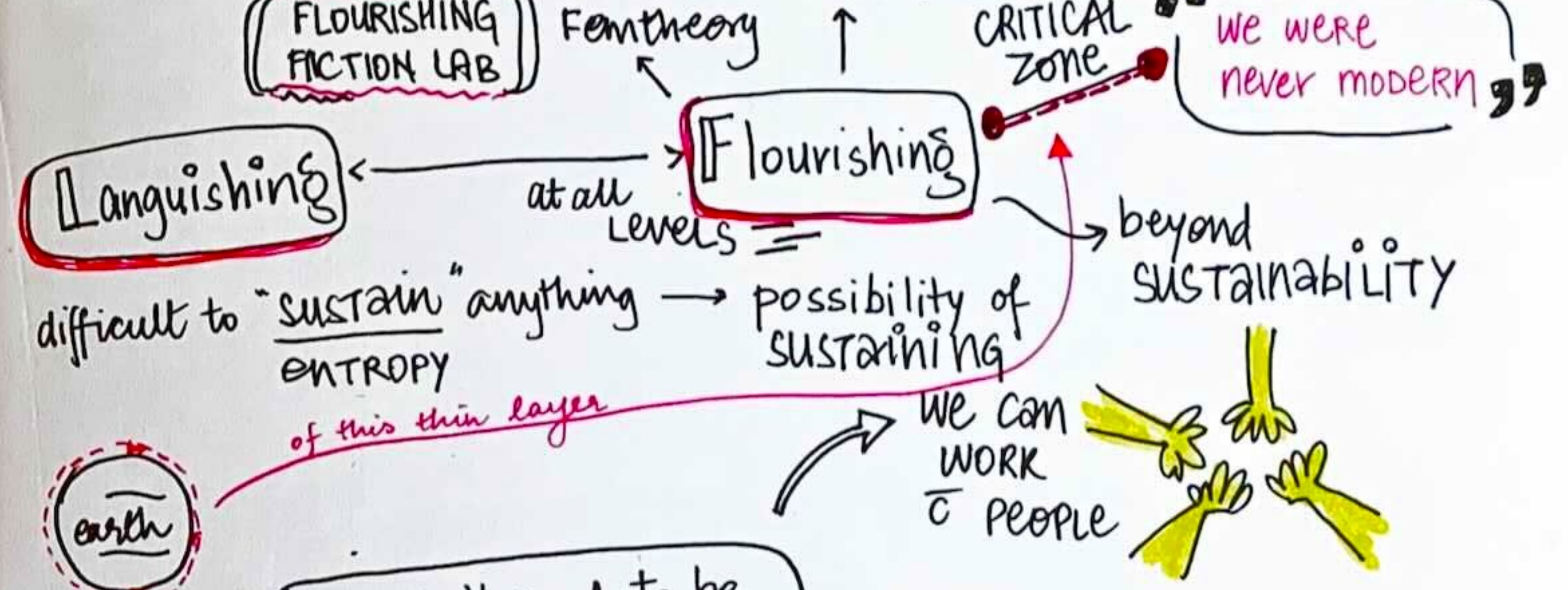


RS
DX

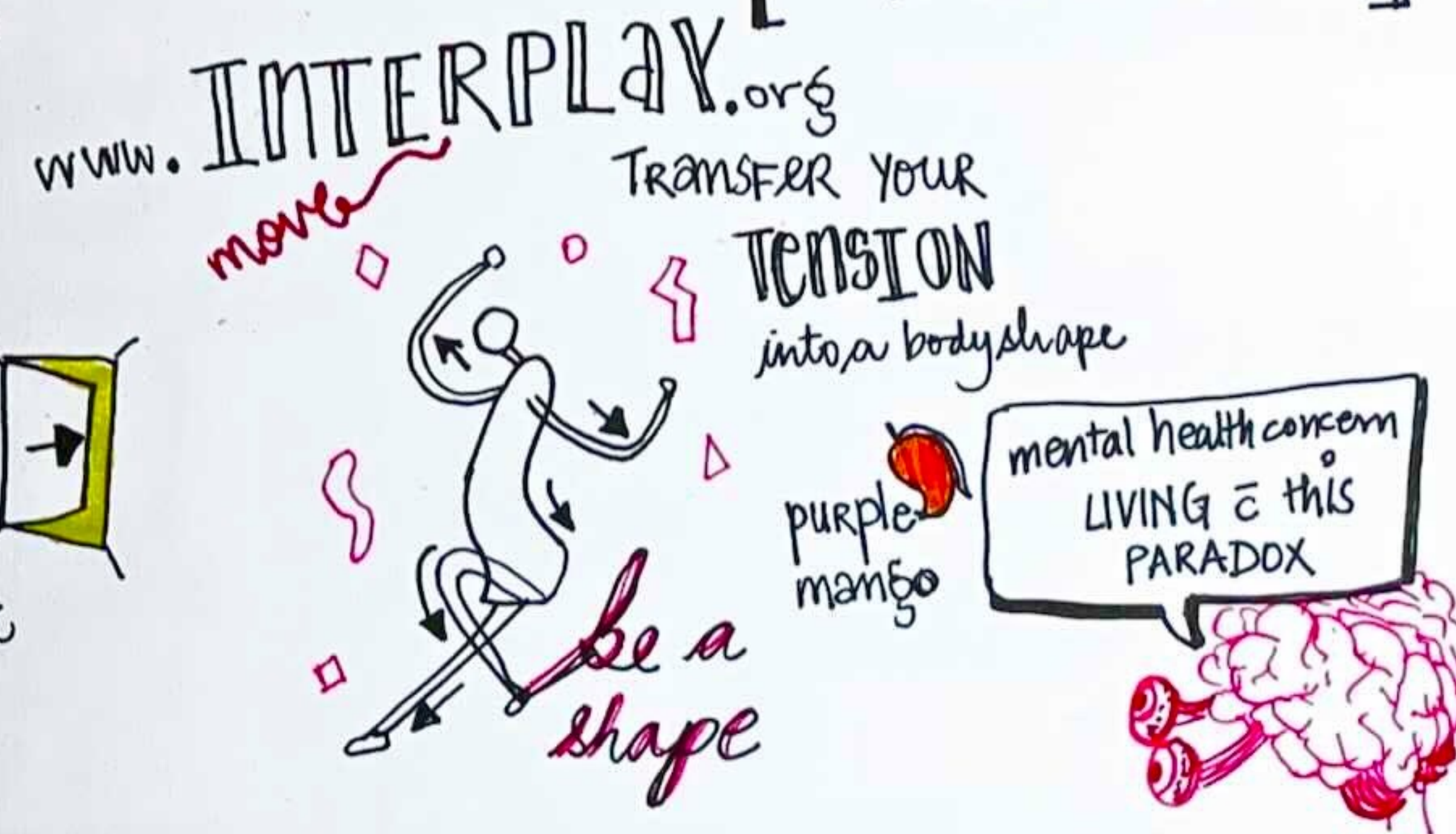
@PETER&PATSY'S



Kegan Theory → stages (I/we)



CHANGE



Underlying ASSUMPTION: something is possible but collapse is inevitable

OPTIMISTIC