

Process Design (human systems)

Design/not design (what distinguishes)

- forms, environment, sequence, structure, path, learning spaces etc → to accomplish goals

1. well articulated goal

2. what is in environment

3. interventions that can influence goals

Achieving a result (write about it as if in present)

Not sure how to go about this. I am co-leading the FDNG with the confidence. Wayne + I work well together + in the Committee. I am taking on this leadership role; ~~as I feel~~ knowledge that I have the expertise I need to address the various issues that have been identified. I know how to access the right NMM when I encounter any obstacles.

Senge's book - Strategies for..

Mental Model (barriers to visioning)

- I can't have what I want (I'll settle for x → b/c I can't get y)
- Person A wants x for me, so I'll go for that
- I already know what I want (therefore don't really feel like examining it)
- I am afraid of what I want
- I don't know what I want (am so in despair or disengaged)
- I know what I want but I can't have it at work

Designing for secondary process
↳ invisible
↳ not getting discussed
ie: ppl walking out of workshop → we need to design on the spot for that.

- Built on lived experiences
- there are secondary processes that are tangible (ie ppl leaving room)
- Sec. process → start in ideal + work from there

↑
Objectives "red corvette → free + excited"
 ↳ might not be the only way to feel that way

multiple paths for realizing the same goals

evaluate: value / cost

↳ do they allow for multiple paths for success.

Q what is the  core motivation?

- What value does it have that is directly related to the goal?
- not directly
- how high is cost?

Design Analysis

Joe taught BOPPPS

• Overall goal:
enhancing student learning

PART FUNCTION RATIONALE

B links to prior learning engaged students :/
links to prior knowledge better

O

e.g. lunch program cut → will affect above

Iterative Design

skillful trial + error

externalizan

, could be

- not so much abt responding to "minor things"

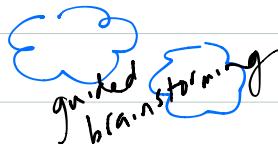
- its more about looking at what we're doing →

. redesign?

- could be major/minor

gueswork (?)

Design template



- What actions → effects

- Sequencing

- Start: what to figure out how (There may be many ways to get to the objective)

- secondary process hard to detect → more attention needed