

Process Design (human systems)

Design/not design (what distinguishes)

· norms, 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 in

~~of~~ ~~which~~ ~~is~~ ~~to~~ Knowledge that I have the expertise I need to address the various issues that have been identified. I know how to access the right resources 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 in 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 love 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 i 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 took BOPPPS

- overall goal:
enhancing student learning

PART FUNCTION RATIONALE

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

O

eg. lunch program cut → will affect above

Iterative Design

skillful trial + error

externalization

could be

· not so much abt responding to "minor things"

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

· redesign?

guesstwork (?)

· could be major/minor

Design template

yellow handout

guided brainstorming

· 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