Susa Eräranta 18.3.2<mark>021</mark>

How to 'systems think' in planning?

Why think about 'how' to plan?

"In an increasingly urbanised world, the future of cities will determine the well-being of future generations"

(European commission, The Future of Cities 2019)



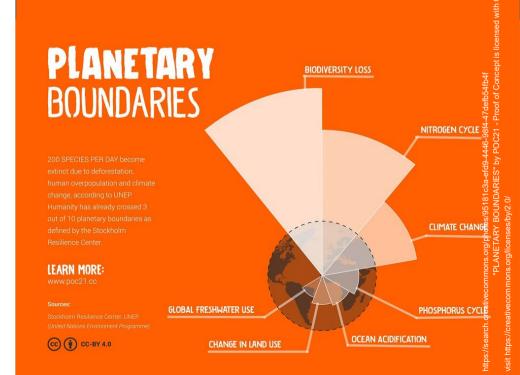
Complexity and sustainability

"Plans inform intentions. Plans do not make these intentions" (Hoch 2019, 2)

Smart

Sustainable

Resilient





Hard to define

Continuously changing

Cyclical and strongly interrelated

No binary or easily measurable answers available

Multi-level, multi-stakeholder, multi-value

Why think about complexity when planning?

Merriam-Webster

com·plex =

- 1. composed of two or more parts
- 2. hard to separate, analyze, or solve



Simple Puzzle

A Rubik's Cube is tough, but there is a single, agreed-upon solution



Complicated Problem

It's tricky to send a rabbit to the moon, but there is shared wisdom and rules to follow



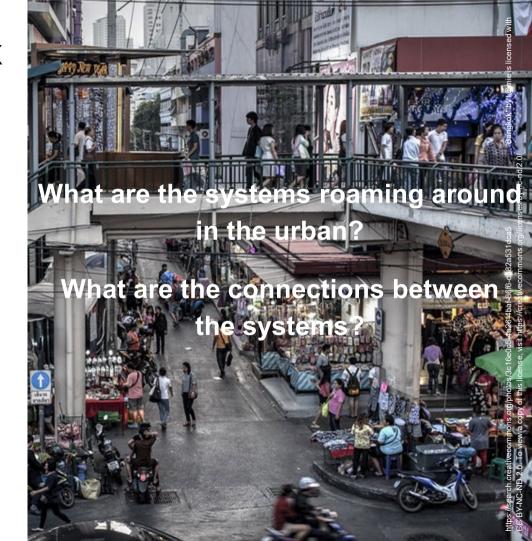
Complex Mess

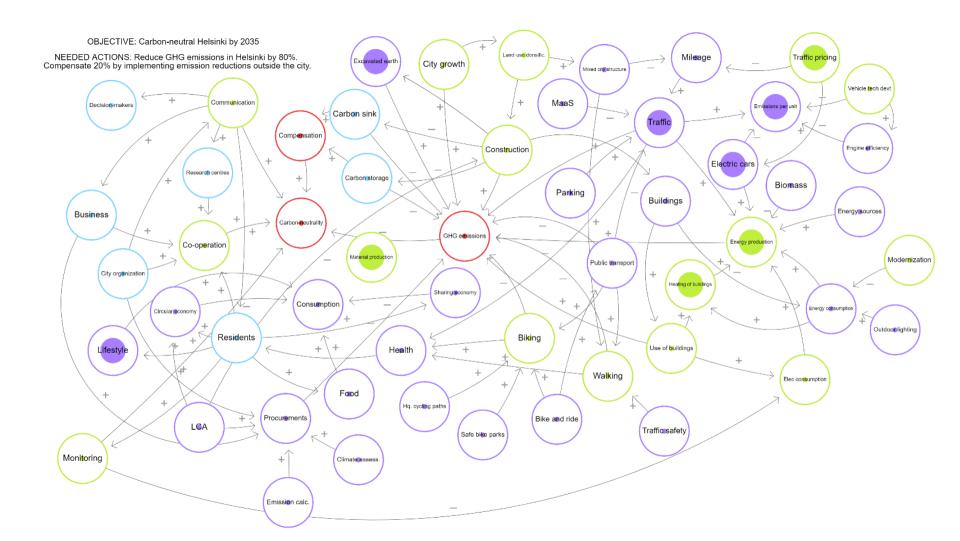
Raising a litter of bunnies is hard! Each bunny is different and they don't come with instructions

Embracing complex systems

"We are complex systems - our own bodies are magnificent examples of integrated, interconnected, selfmaintaining complexity"

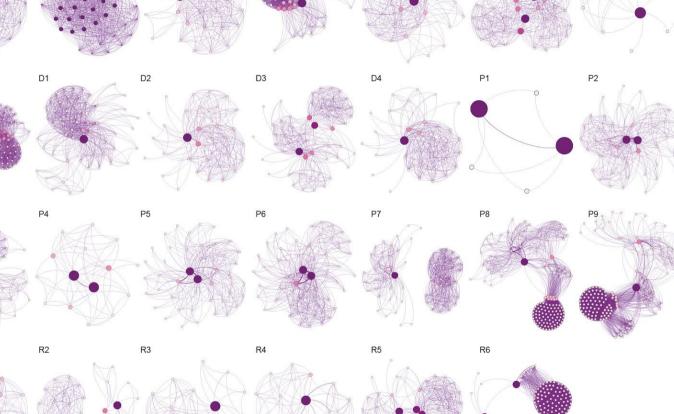
(Meadows 2008, 3)





Continuously changing networks of humans with differing views

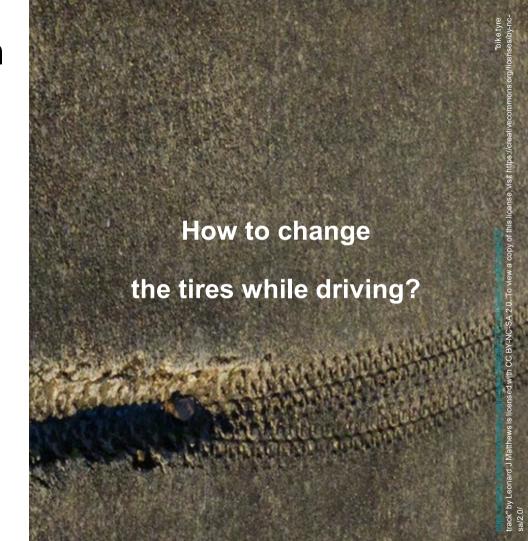
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Complex systems in planning - so what?

"The greatest complexities arise exactly at boundaries"

(Meadows 2008, 95)



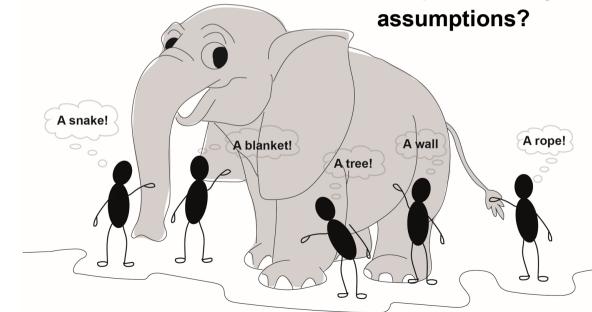


Ready to cross some boundaries?

What is the 'whole' we are trying to understand?

What views are needed to understand it?

"Behavior of a system cannot be known just by knowing the elements of which the system is made" (Meadows 2008, 7) How do my past experiences influence the development of my assumptions?



Escaping the

'complexity gap'?

"You think that because you understand 'one' that you must therefore understand 'two' because one and one make two. But you forget that you must also understand 'and'"

(Meadows 2008, 12)





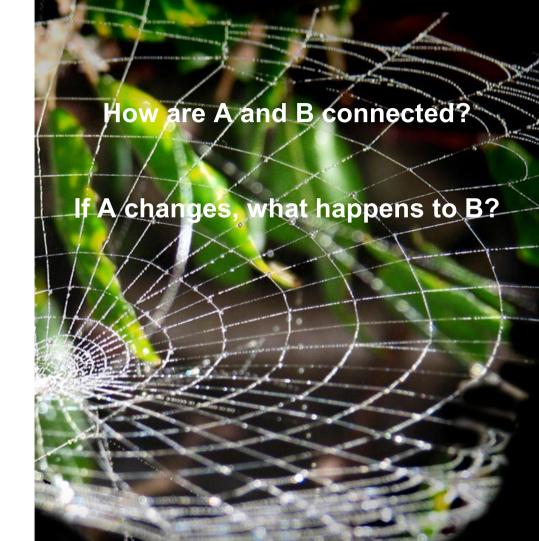


Interconnections hold a system together

"A system is a set of things [...] interconnected in such a way that they produce their own pattern of behavior over time"

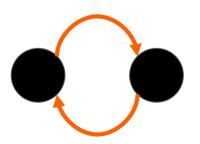
(Meadows 2008, 2)

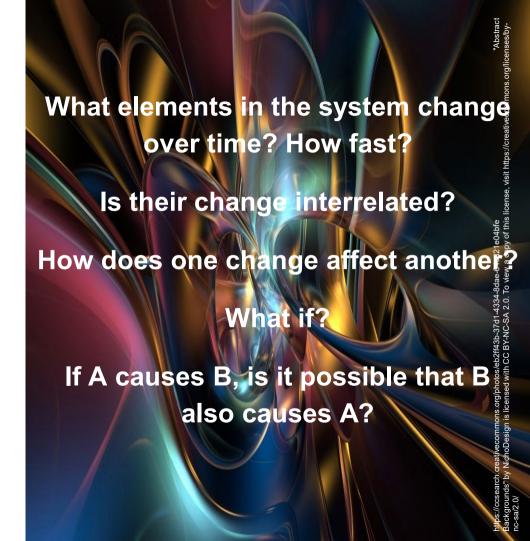




Feedbacks keep the system changing

"Systems thinkers see the world as a collection of 'feedback processes'" (Meadows 2008, 25)

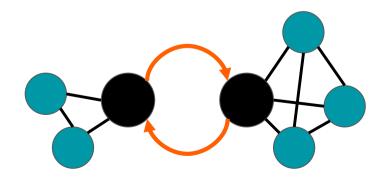


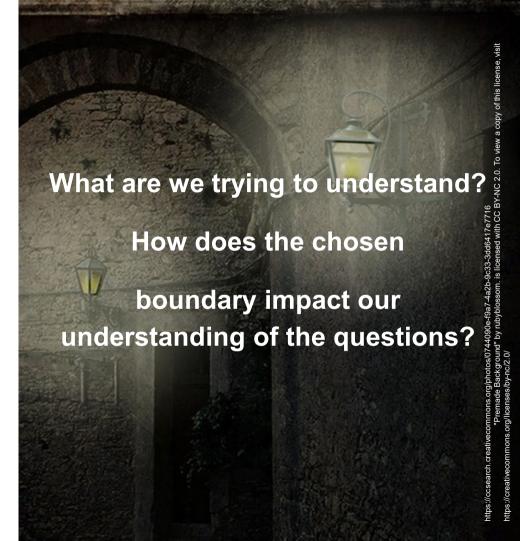


Boundaries frame our understanding

"Where to draw a boundary around a system depends on the purpose of the discussion - the questions we want to ask"

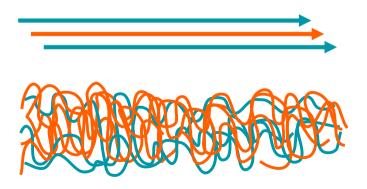
(Meadows 2008, 97)

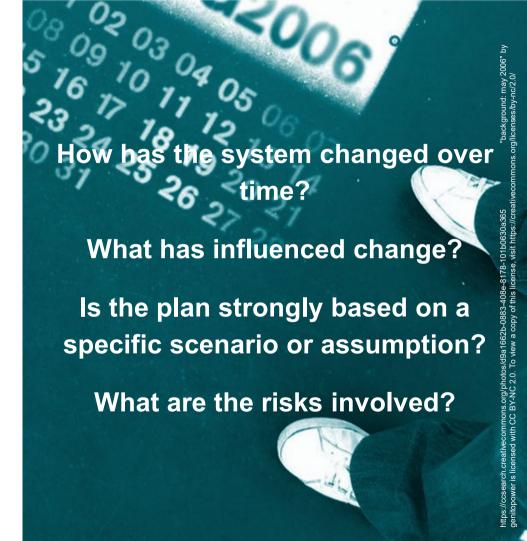




Living with change and uncertainty

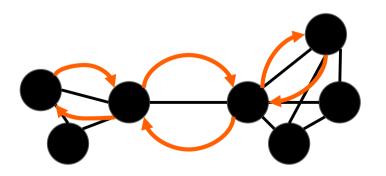
"Only thing that remains constant is change"

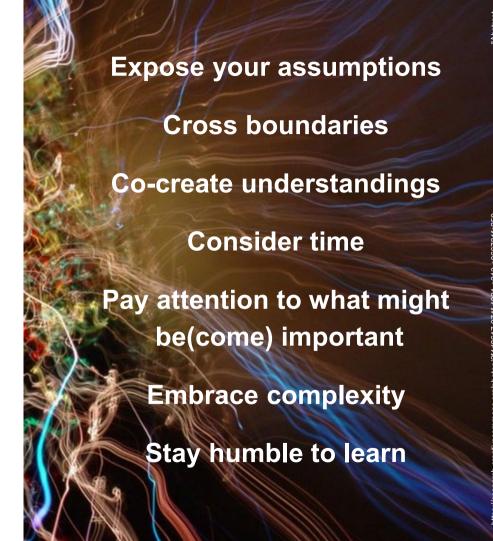




Planning in the world of systems

- 1. Identify parts
- 2. Identify relevant interrelations
- 3. Identify feedback loops





Thank you!

https://www.thinkingtoolsstudio.org/cards

https://ncase.me/loopy/

https://graphcommons.com/

Meadows, D. H. (2008). Thinking in systems: A primer. chelsea green publishing.

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