



SYSTEMS THINKING: CORE CONCEPTS

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TEACHING & LEARNING OBJECTIVES

My teaching objective:

inspire students to become competent systems thinkers (i.e. induce curiosity to learn more beyond this lecture & practice learning)

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Learning objectives for students:

Understand systems thinking as a specific type of analytical and creative perspective

Identify “threads of knowledge” to pull for further learning about systems thinking

INTRODUCTION: SYSTEMS THINKING AS MINDSET

SYSTEMS THINKING IS NOT ANOTHER DISCIPLINE IN THE ZOO OF SCIENTIFIC DISCIPLINES

**IT IS A SPECIFIC WAY OF THINKING ABOUT, OBSERVING,
ANALYSING AND WORKING WITH PHENOMENA**

SYSTEMS THINKING - SYSTEMS THEORY(IES)

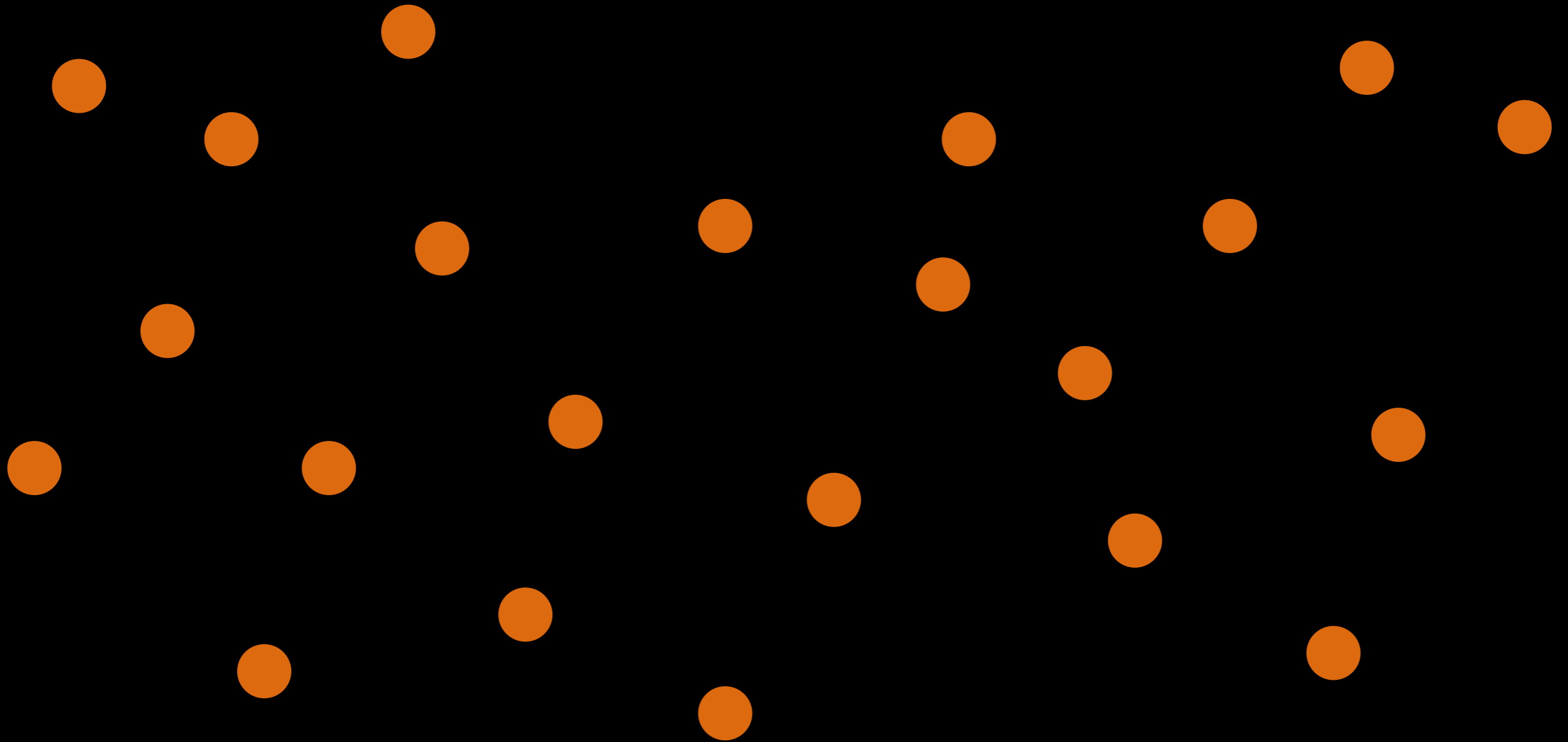
HAS BEEN USED IN A VARIETY OF DISCIPLINES AND HAS MULTIPLE MEANINGS

Basic Theory	Main Proponent(s)
General Systems Theory	Von Bertalanffy, Boulding
Living Systems Theory	Miller
Mathematical Systems Theory	Mesarovic, Wymore, Klir
Cybernetics	Rosenblueth, Wiener & Bigelow, Wiener, Ashby, Forrester
Social Systems Theory	Parsons, Buckley, Luhmann
Philosophical Systems Theory	Laszlo, Bunge
Critical Systems Theory	Midgley

**LOOKING AT THE WORLD THROUGH A SYSTEMS LENS CAN BE
LIFE CHANGING**

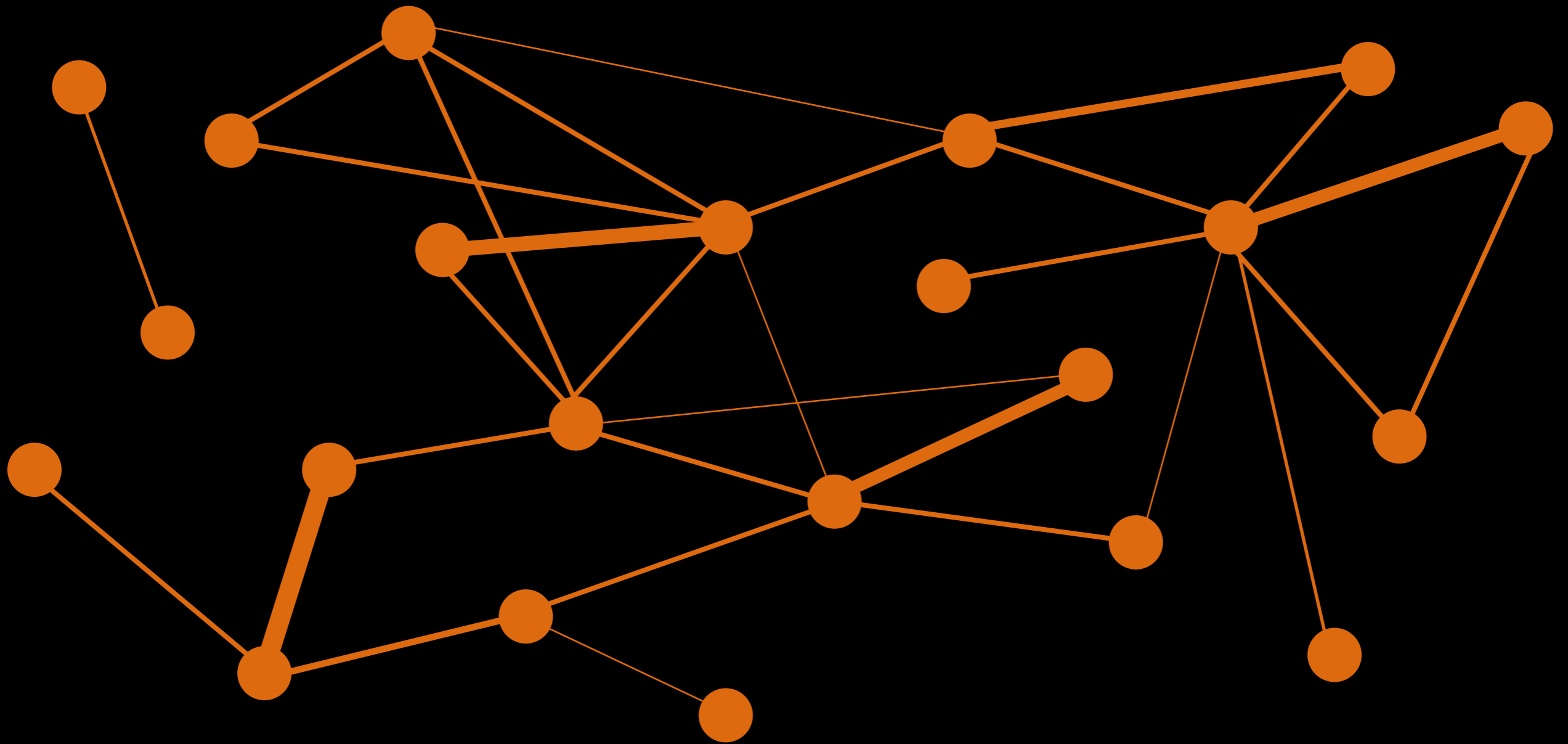
LOOKING AT THE WORLD THROUGH A SYSTEMS LENS CAN BE LIFE CHANGING

The world of things & disciplines



LOOKING AT THE WORLD THROUGH A SYSTEMS LENS CAN BE LIFE CHANGING

The world of relations, networks, "real-life" & inter-disciplines



BASICS: DEFINITIONS AND TYPES

WHAT IS A SYSTEM?

“A system is an interconnected set of elements that is coherently organised in a way that achieves something.”

(Meadows, 2008)

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Components of a System

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elements

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relationships between elements

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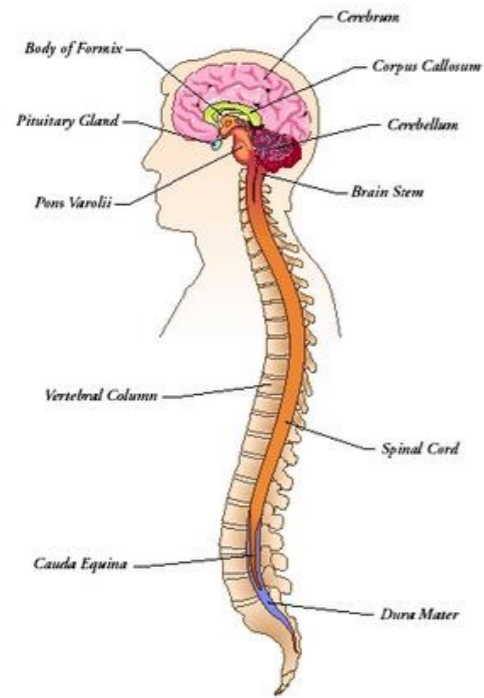
purpose

relationships between elements

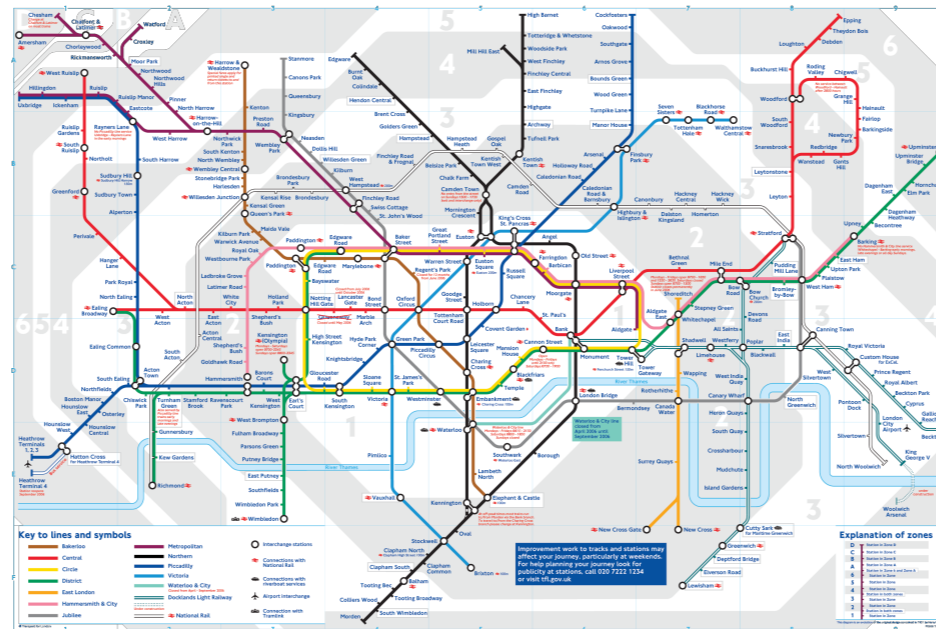
elements

Components of a System

EXAMPLES OF SYSTEMS



Nervous system



London metro



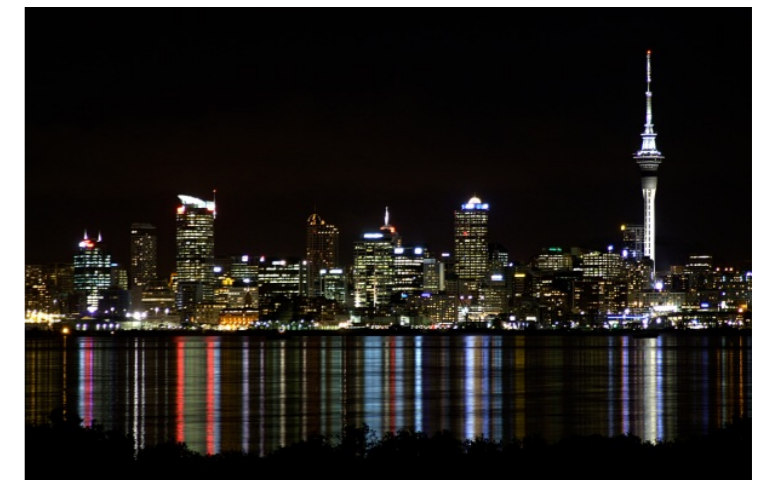
Andromeda galaxy



A Frog



A Bicycle



A City

WHAT IS A SYSTEM?

"A system is an interconnected set of elements that is coherently organised in a way that achieves something."

(Meadows, 2008)

purpose

relationships between elements

elements - human and non-human

Components of a System

WHAT IS A SYSTEM?

“A system is an interconnected set of elements that is coherently organised in a way that achieves something.”

(Meadows, 2008)

purpose - **differs based on perspective**

relationships between elements

elements - **human and non-human**

Components of a System

CIRCLES IN THE AIR.....



CIRCLES IN THE AIR.....

WHAT DID YOU OBSERVE?



TYPES OF SYSTEMS

Simple

Complicated

Complex

EDGE-OF-CHAOS

Chaotic



TYPES OF SYSTEMS



TYPES OF SYSTEMS

A complex system



A simple system



TYPES OF SYSTEMS

A complex system



A simple system



In design/engineering/planning we deal with both and mostly at the same time as components of larger (highly-complex) systems.

TYPES OF SYSTEMS

A complex system



A simple system



So, what are some of the differences between these two?

TYPES OF SYSTEMS

A complex system



unpredictable behaviour
large number of components
many interactions
decentralised decision making
limited or no reducibility

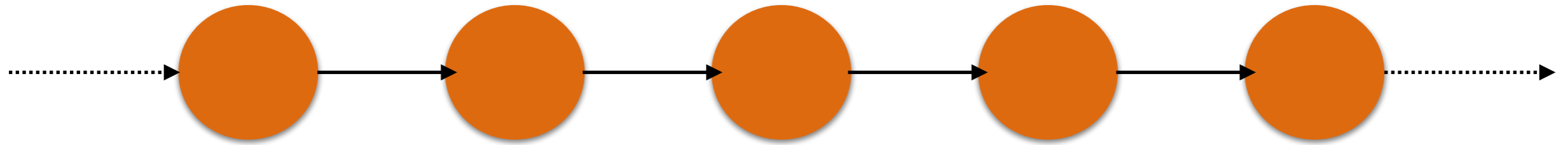
A simple system



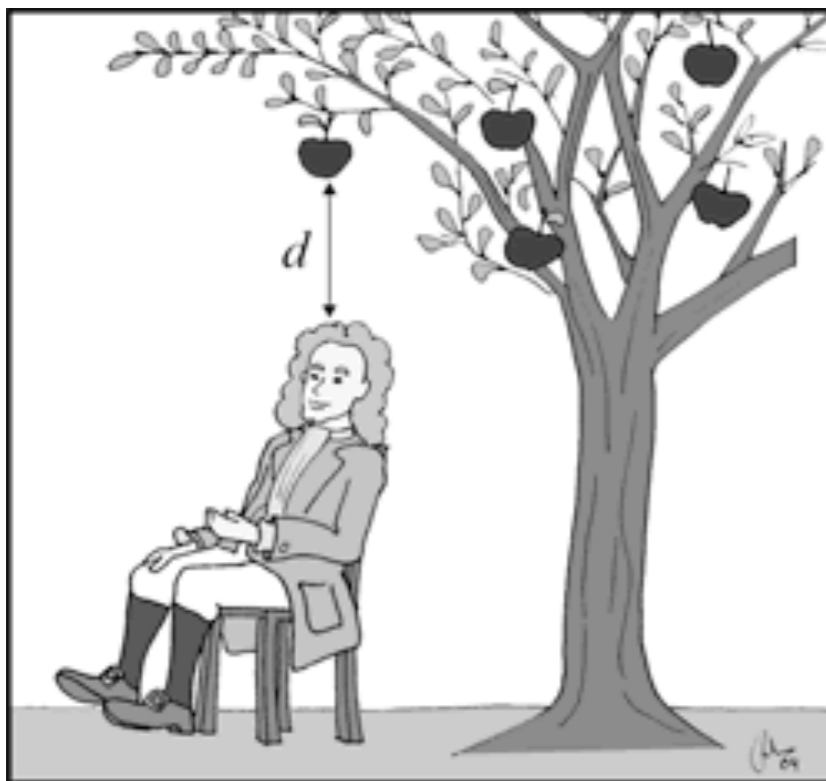
predictable behaviour
small number of components
few interactions
centralised decision making
reducibility

UNDERSTANDING SYSTEMS: CORE CONCEPTS

UNDERSTANDING SYSTEMS - CAUSALITY



Mechanistic (linear) thinking of cause and effect chains

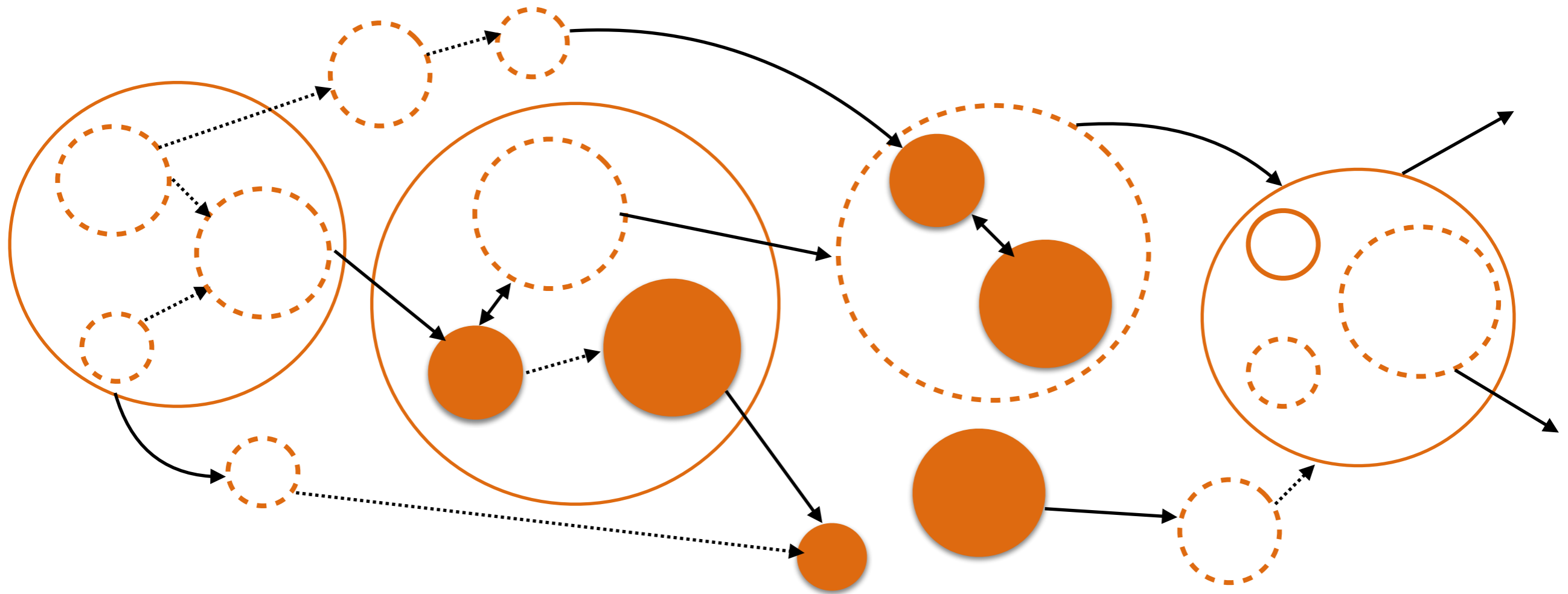


What did cause the apple to fall?

A causes B

"Gravitational force caused the apple to fall."

Only partially true.



Systemic thinking of cause and effect chains

Multiple Causes (or more precisely, Multiple Influences)

The apple is denser than air - The material cause

The apple broke apart from the branch - The formal cause

The gravitational force pulled the apple towards the centre of the earth - The efficient cause

The apple was ripe - The final cause

UNDERSTANDING SYSTEMS - FEEDBACK LOOPS

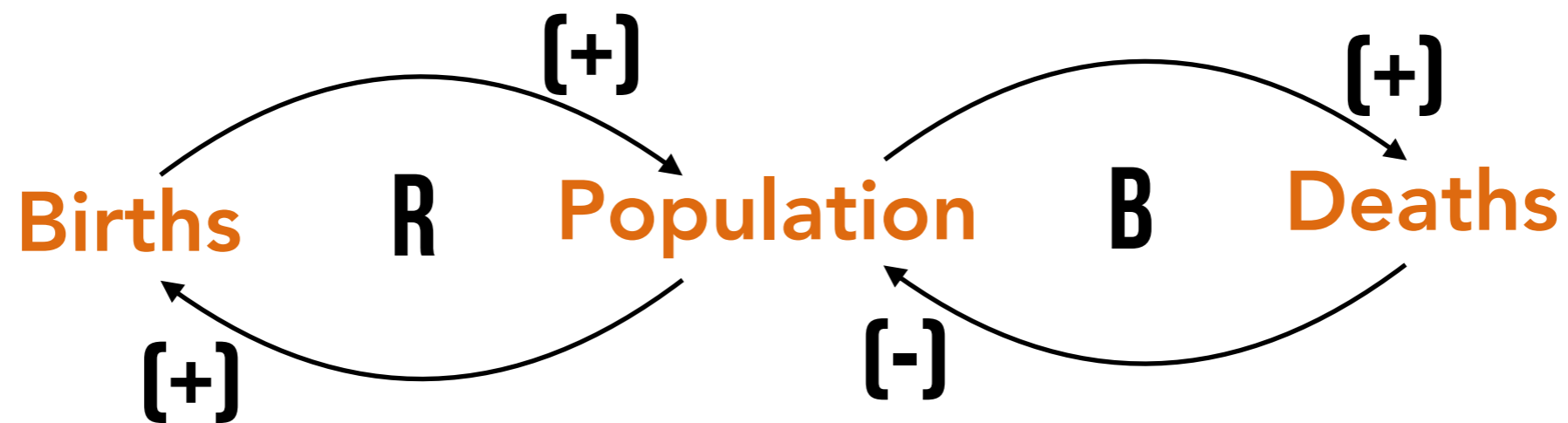
If A causes B, is it also possible that B causes A?



Feedback is the situation when output from an event in the past will influence an occurrence or occurrences of the same event in the present or future.

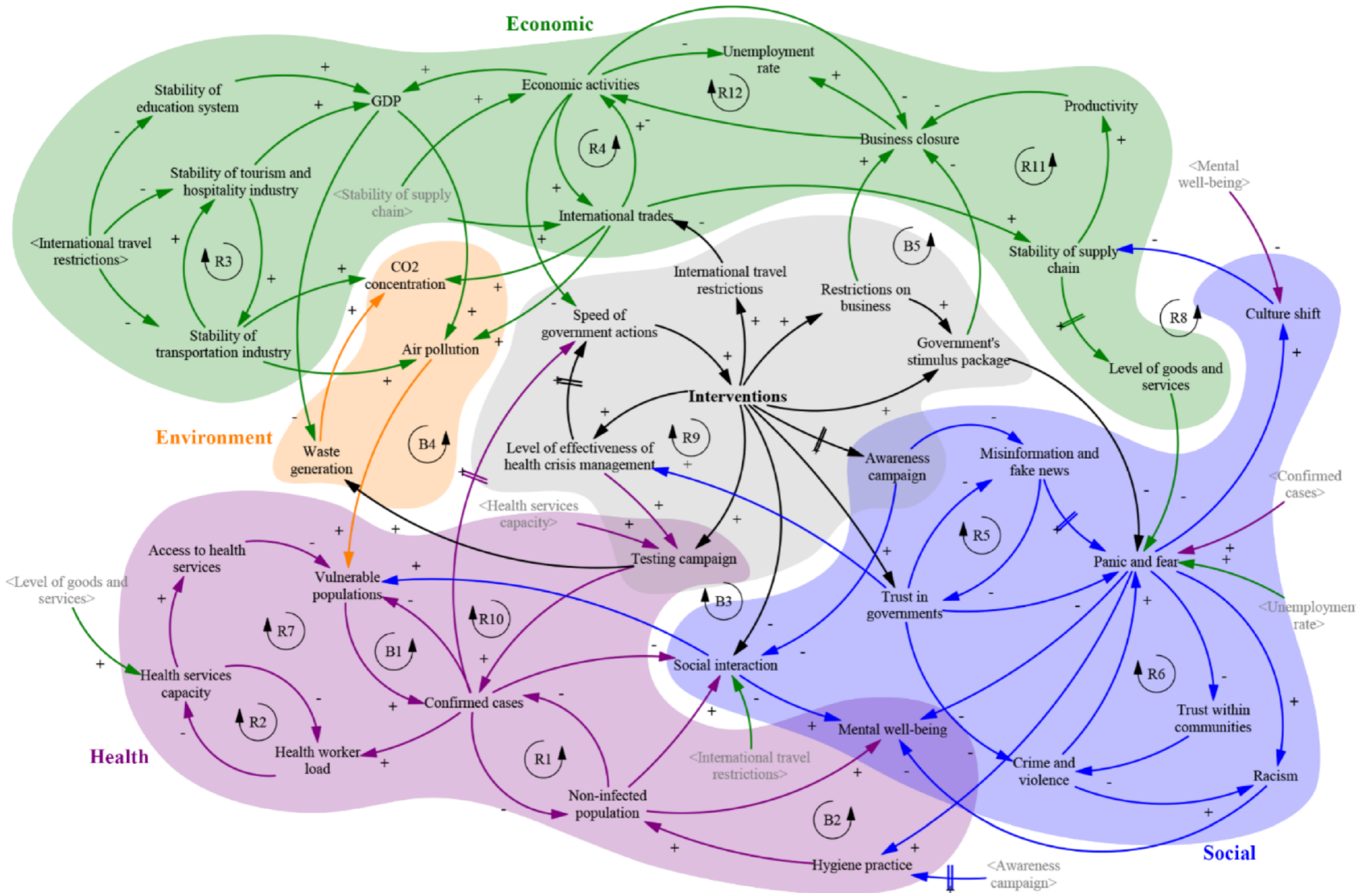
Reinforcing feedback loops – amplifies, increases, moves in the same direction

Balancing feedback loops – decreases, moves in the opposite direction



Depending on which loop dominates the population will either decline or increase. If neither of the loops dominate then the population will not change.

CAUSAL LOOP DIAGRAMS



UNDERSTANDING SYSTEMS - SHIFTING THE BURDEN

Shifting the burden arise when a solution to a systemic problem reduces (or disguises) the symptoms, but does nothing to solve the problem

Exporting waste

Drug abuse for psychological relief

Symptomatic relief medicines

More roads to combat congestion

ETC.

Shifting the burden is a result of either reductionism or short-termism or both

UNDERSTANDING SYSTEMS - CAUSAL LAYERS



Events

(who does what to whom?)

Reactive

What happened?

Patterns

(reoccurring patterns over time)

Adaptive

What is happening over time?

Structures

(how the parts of the system organised)

Creative

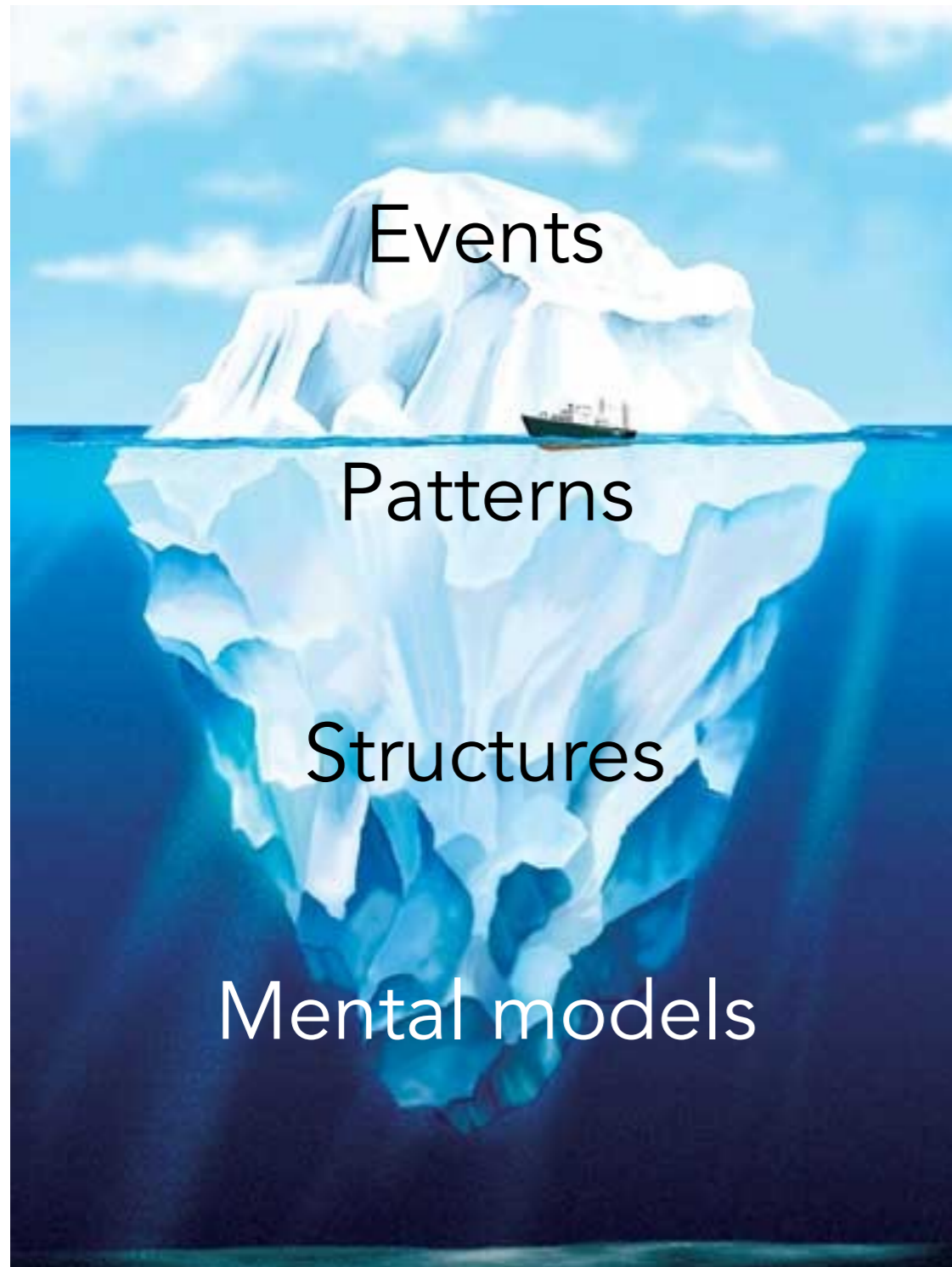
Why is this happening?

Mental models (mental models and assumptions)

Generative

In what ways our mental models
created and sustained
the structures in place?

UNDERSTANDING SYSTEMS - CAUSAL LAYERS



increasing poverty

rich gets richer, poor gets poorer

current economic paradigm results in
assets to be accumulated in nodes

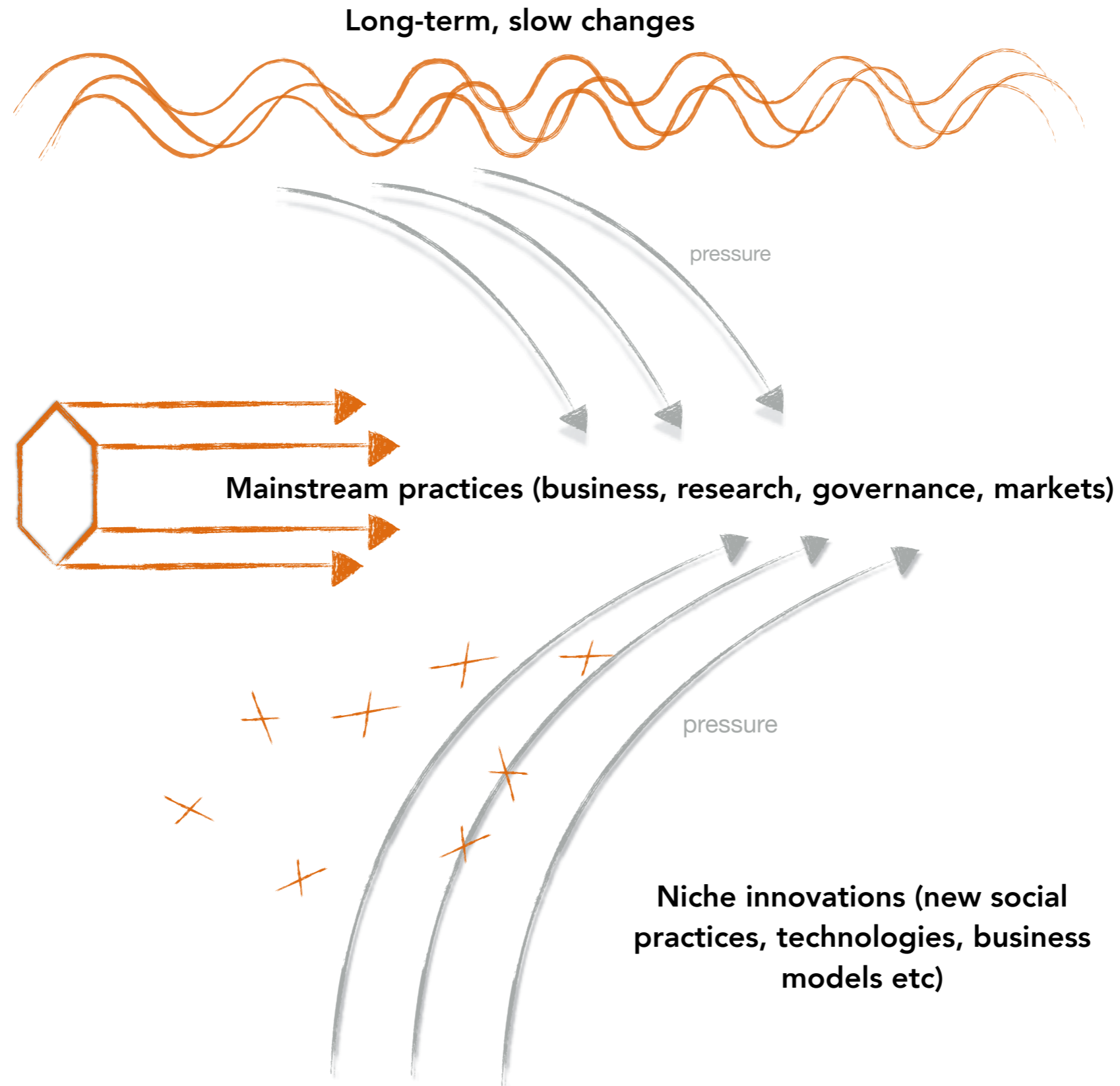
wealth=financial wealth; it's ok to have a
lot of disposable income; inequality is ok;
my wellbeing is independent from the
wellbeing of others

ANY QUESTIONS?

THEORIES OF SYSTEMIC CHANGE AND SUSTAINABILITY

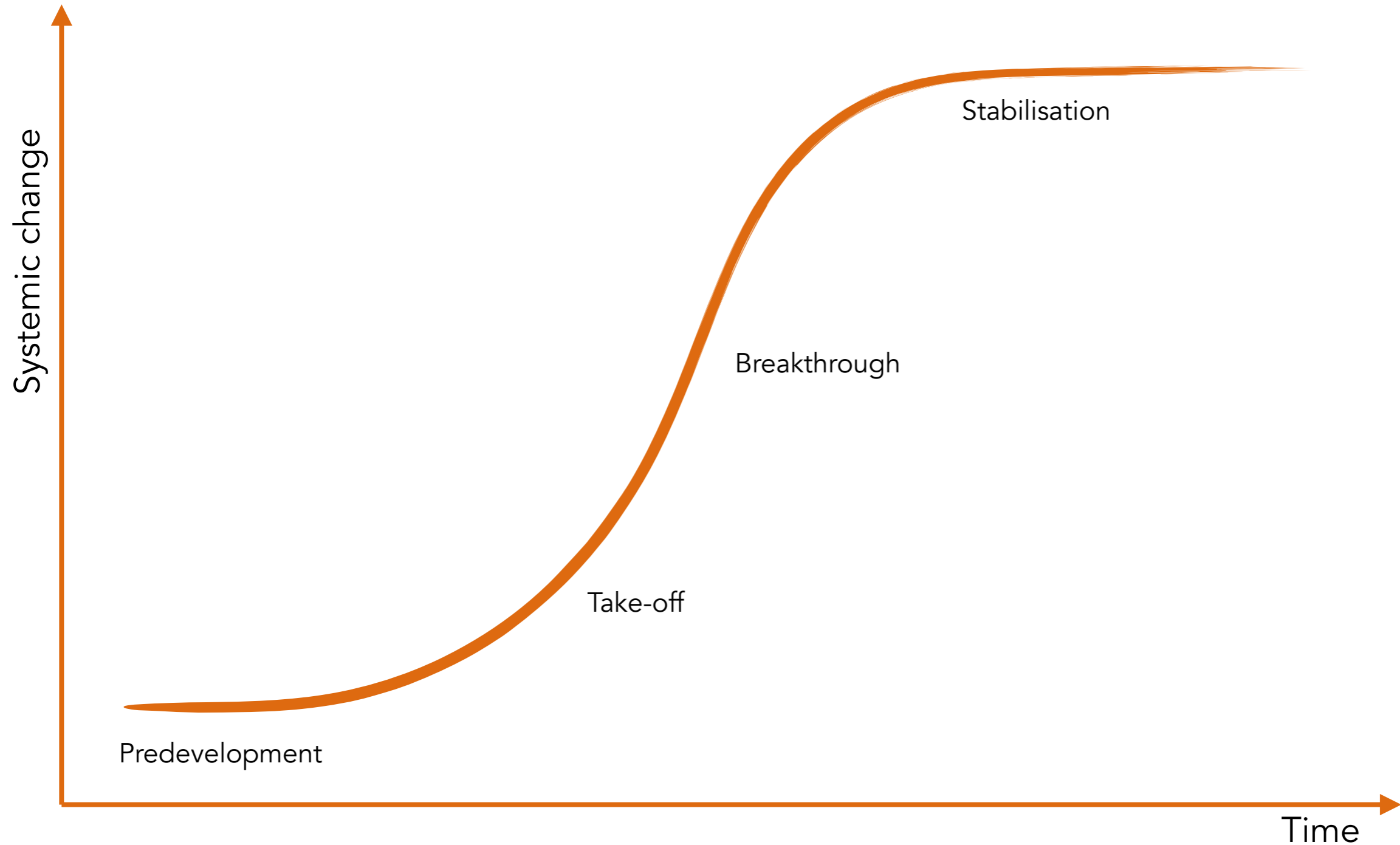
MULTI-LEVEL PERSPECTIVE OF SYSTEM INNOVATION

(Geels, 2005; Geels & Schot, 2007)

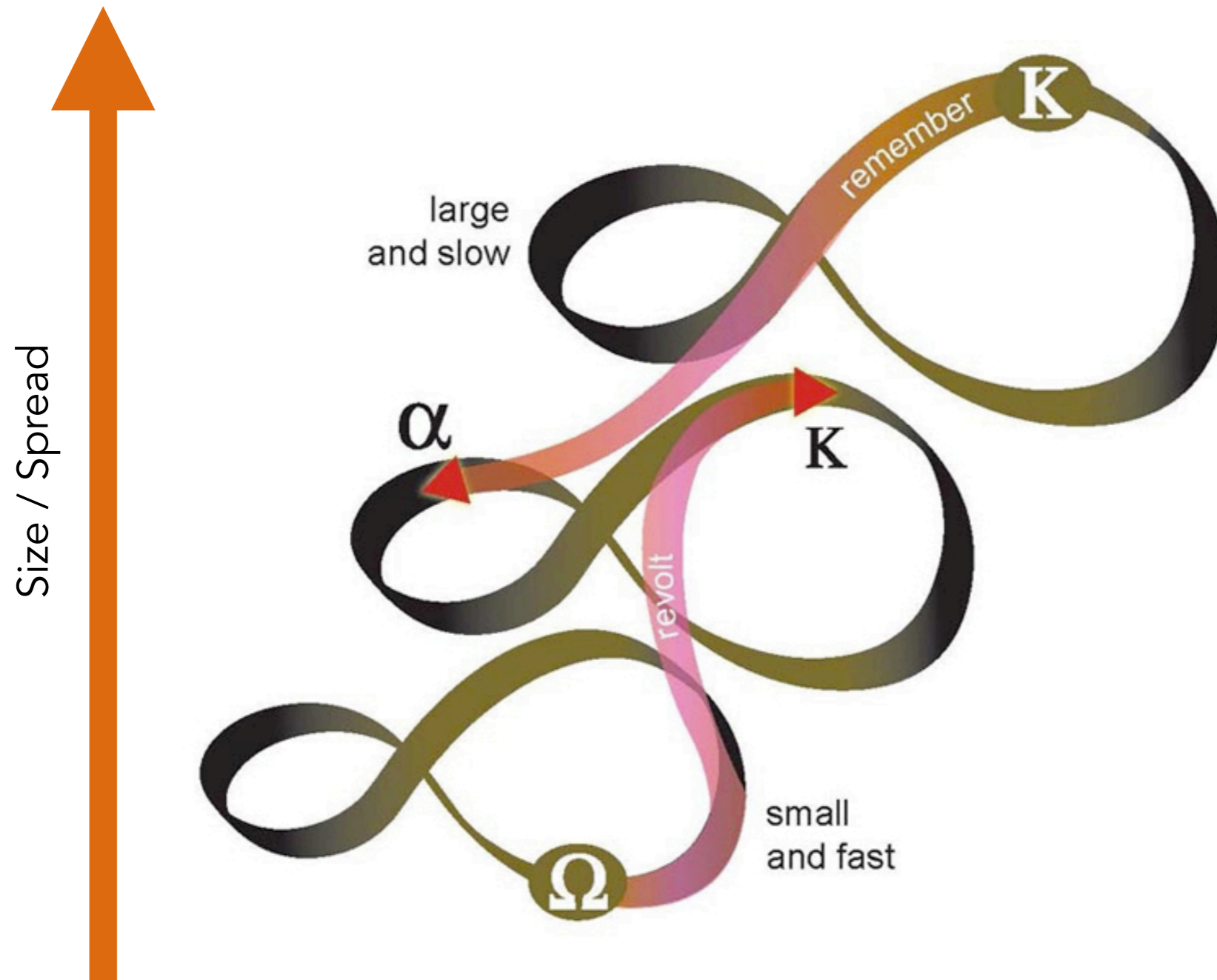


MULTI-PHASE MODEL OF SYSTEM INNOVATIONS

(Rotmans et al., 2000)



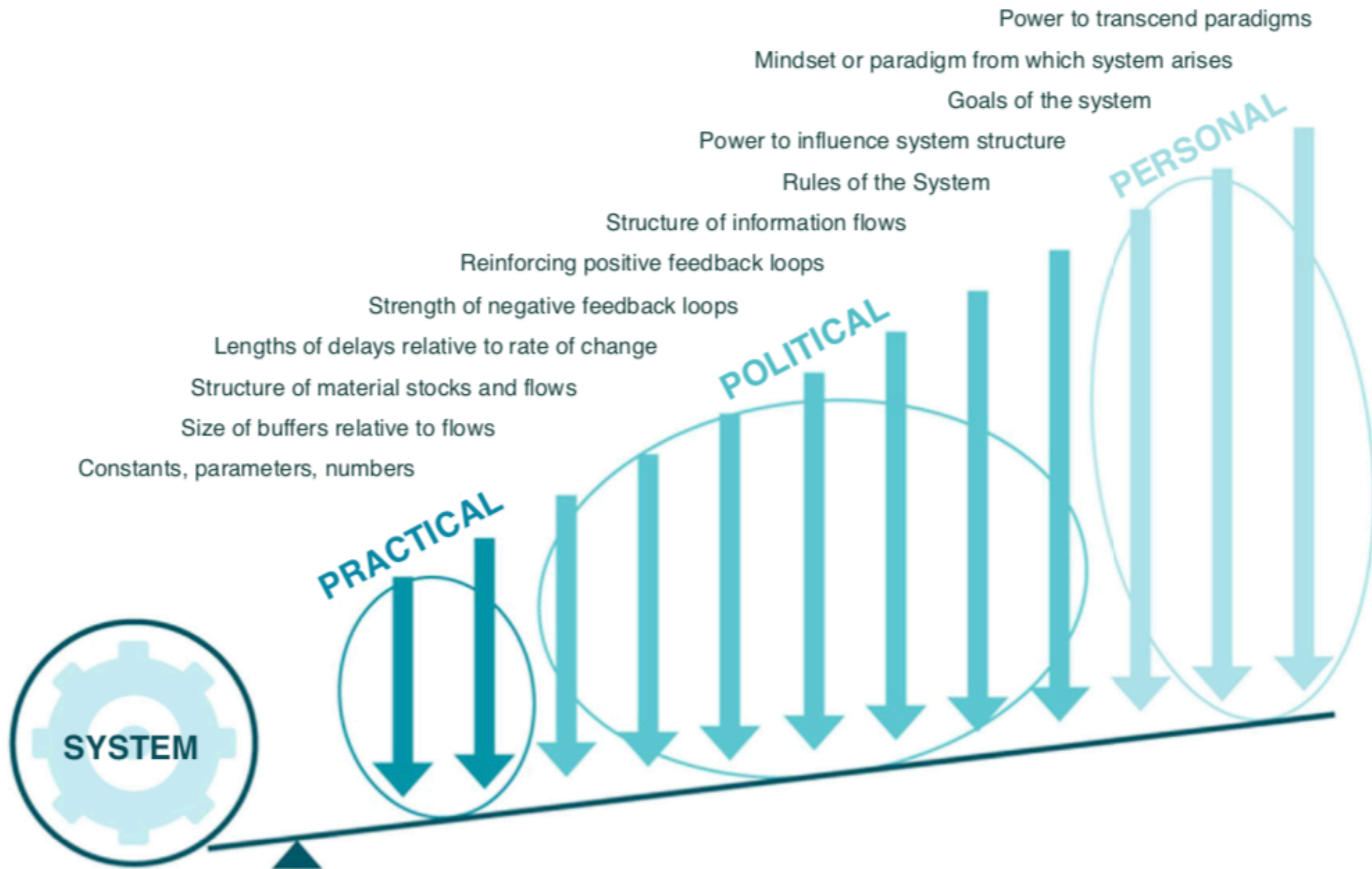
PANARCHY & ADAPTIVE GOVERNANCE OF SYSTEMIC CHANGE



Adapted from Gunderson and Holling (2002)

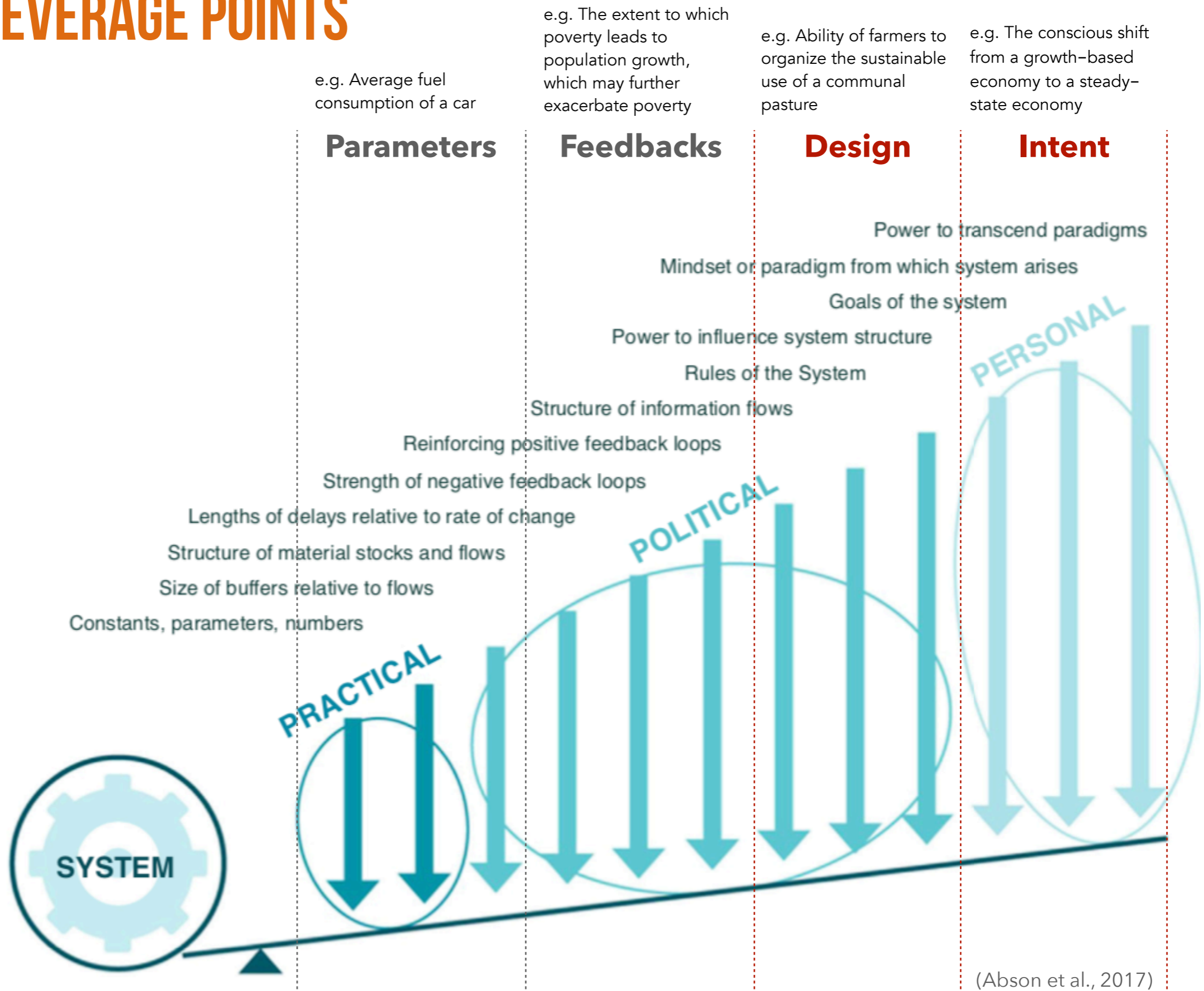
WHAT I LIKE AND USE MOST THESE DAYS?

LEVERAGE POINTS TO INTERVENE IN SYSTEMS



(Meadows, 1999)

DEEP LEVERAGE POINTS



e.g. Average fuel consumption of a car

Parameters

e.g. The extent to which poverty leads to population growth, which may further exacerbate poverty

Feedbacks

e.g. Ability of farmers to organize the sustainable use of a communal pasture

Design

e.g. The conscious shift from a growth-based economy to a steady-state economy

Intent

- Constants, parameters, numbers
- Size of buffers relative to flows
- Structure of material stocks and flows
- Lengths of delays relative to rate of change
- Strength of negative feedback loops
- Reinforcing positive feedback loops
- Structure of information flows
- Rules of the System
- Power to influence system structure
- Goals of the system
- Mindset or paradigm from which system arises
- Power to transcend paradigms

KEY ADVANTAGES OF LEVERAGE POINTS PERSPECTIVE

First advantage: A leverage points perspective **can bridge causal and teleological explanations of system change** – that is, change is seen to arise from variables influencing one another, but also from how human intent shapes the trajectory of a system.

Second advantage: A leverage points perspective **explicitly recognizes influential, 'deep' leverage points** – places at which interventions are difficult but likely to yield truly transformative change.

Third advantage: A leverage points perspective **enables the examination of interactions between shallow and deep system changes** – sometimes, relatively superficial interventions may pave the way for deeper changes, while at other times, deeper changes may be required for superficial interventions to work.

Fourth advantage: A leverage points perspective **can function as a methodological boundary object** – that is, providing a common entry point for academics from different disciplines and other societal stakeholders to work together.

THANK YOU!

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