

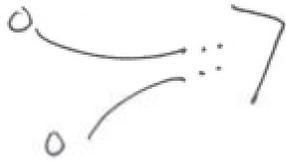
DESIGN, as I see it

①

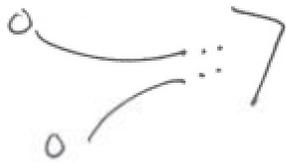
DESIGN, as I see it



Design begins  
with observing.



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Perhaps two  
existing ideas  
come together.

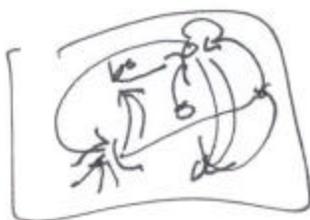


and a question  
arises.

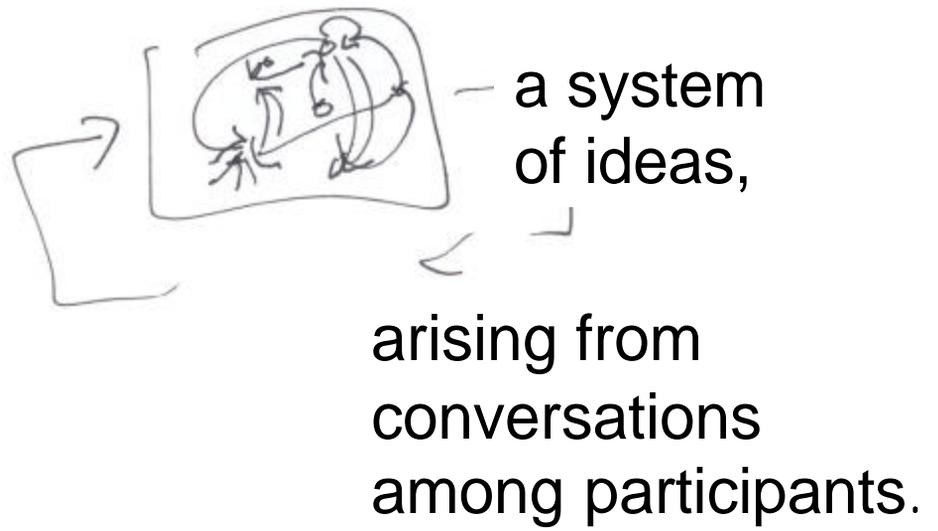


Exploring  
the question

2



creates  
a system  
of ideas,





Thus a system is formed.



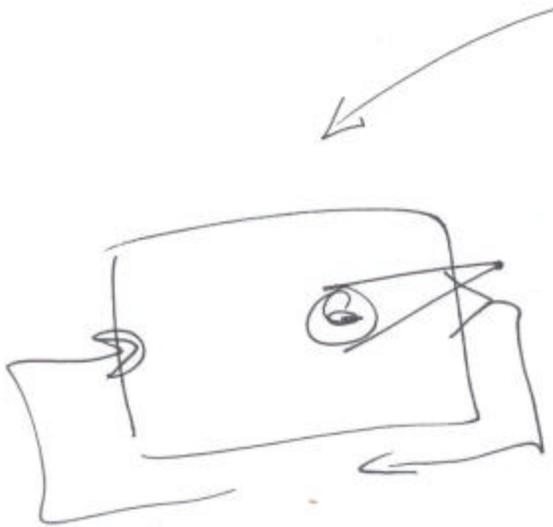
And,  
inside  
that  
system



And,  
inside  
that  
system

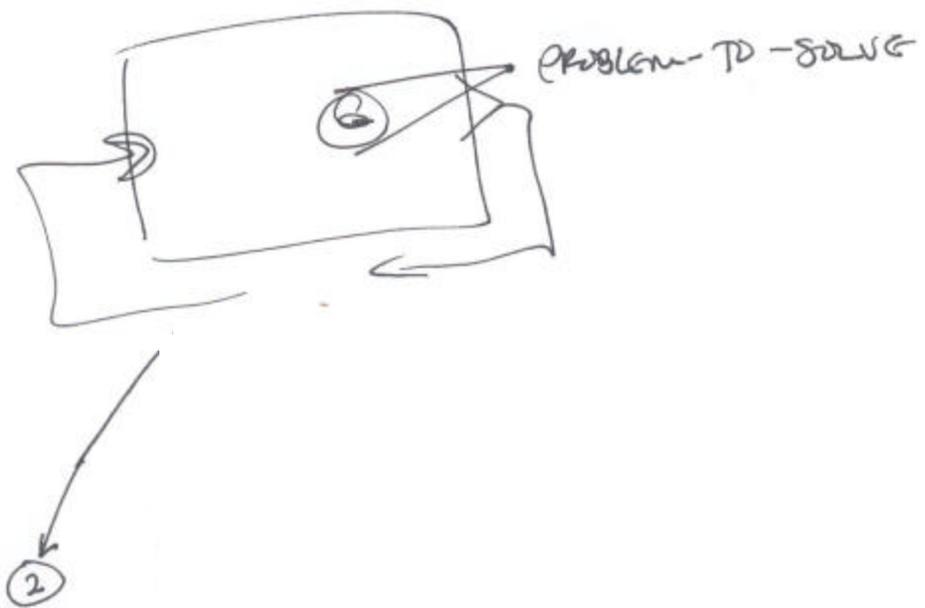


are problems  
to be solved.



Solving those problems provides further feedback to the participants.

The system changes further.



2

2

2

PROBLEM-TO-SOLVE

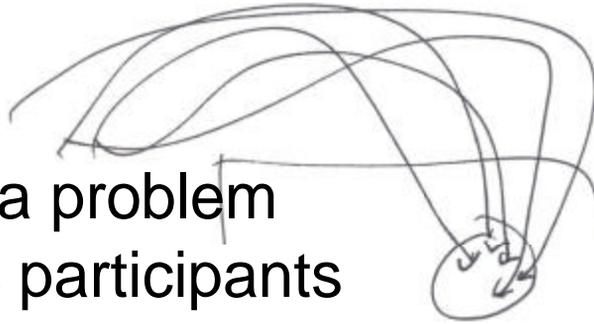
Solving a problem  
requires participants  
who are experts  
in specific disciplines.



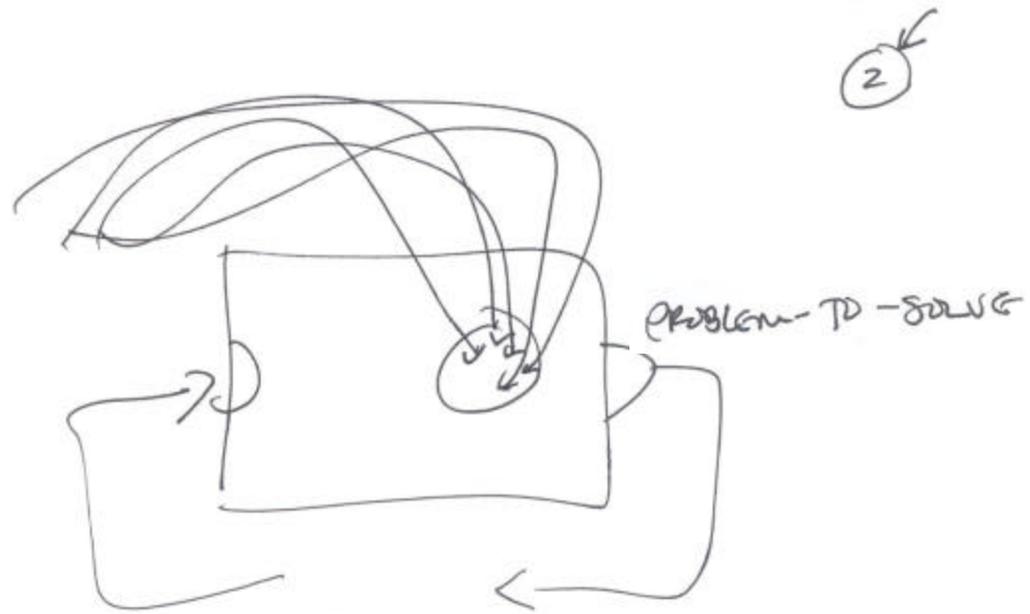
PROBLEM-TO-SOLVE



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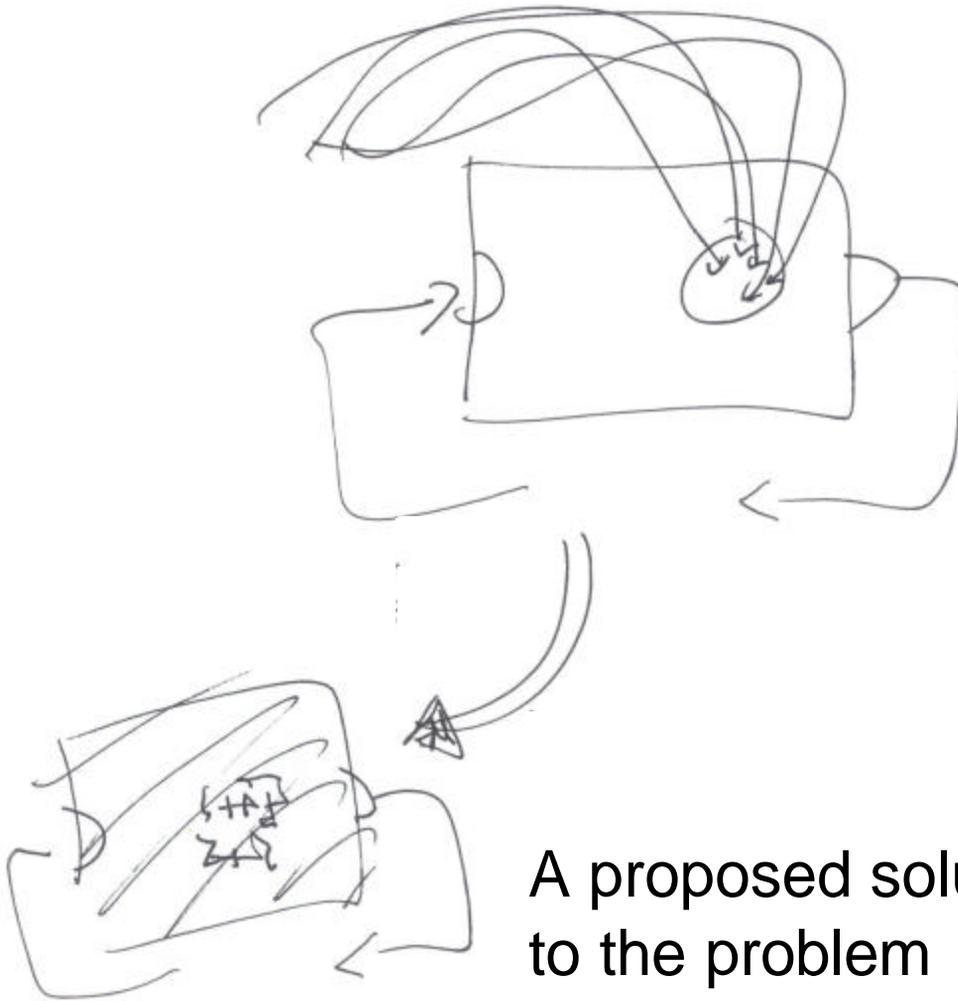


PROBLEM-TO-SOLVE

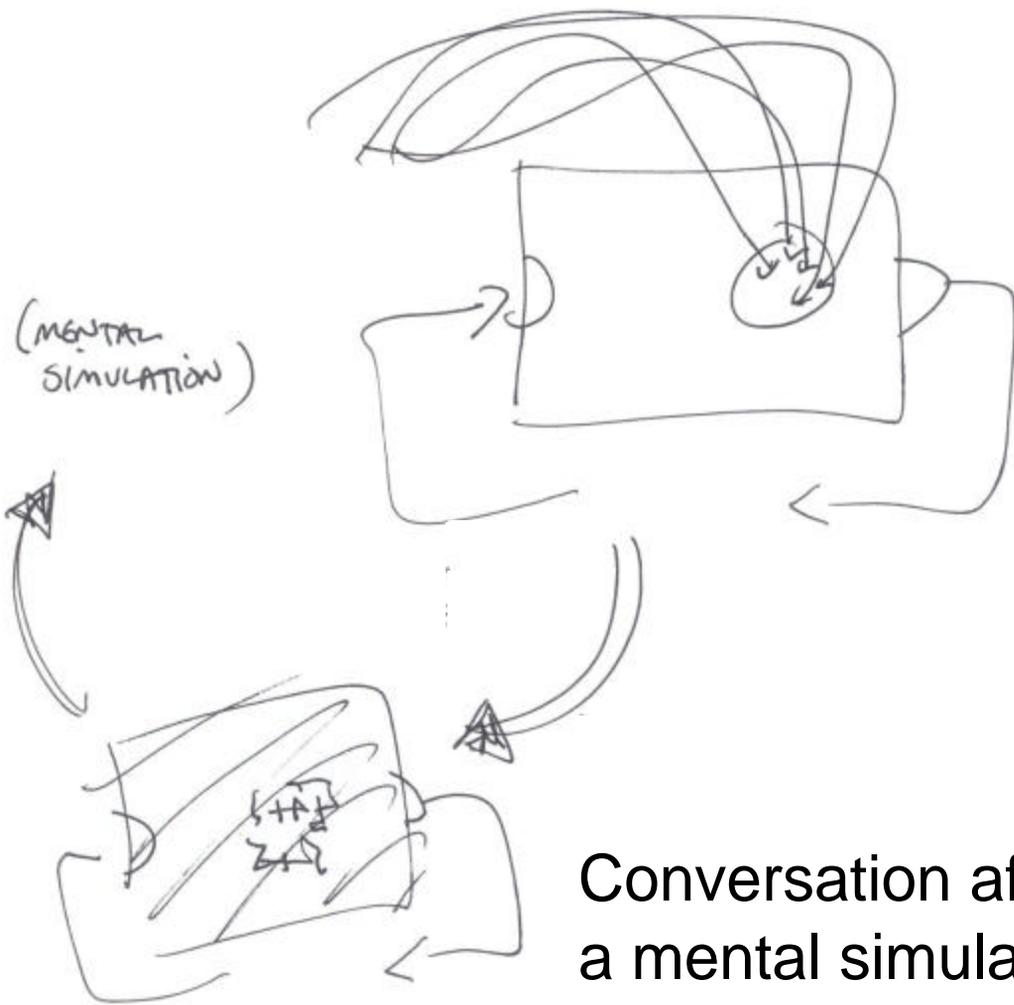


New conversations  
cause new cycles  
of recursion and feedback.

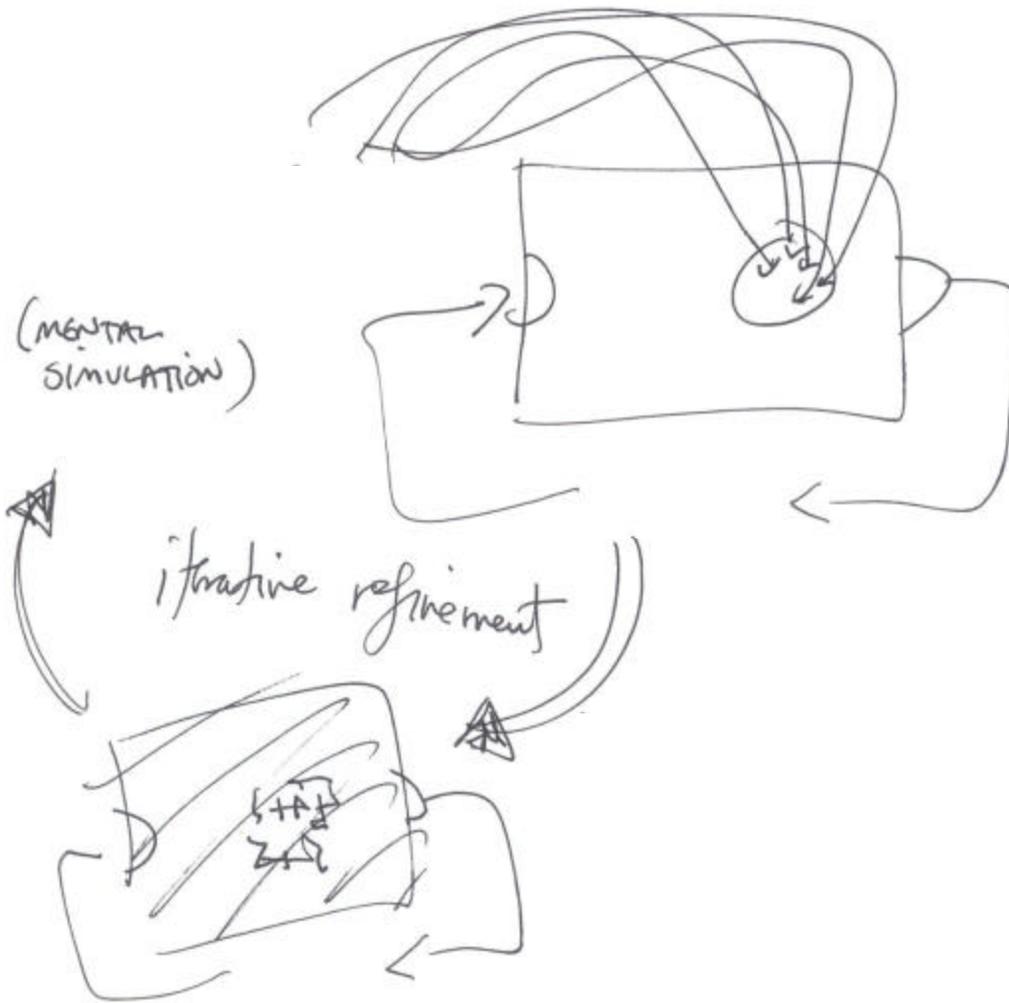
2



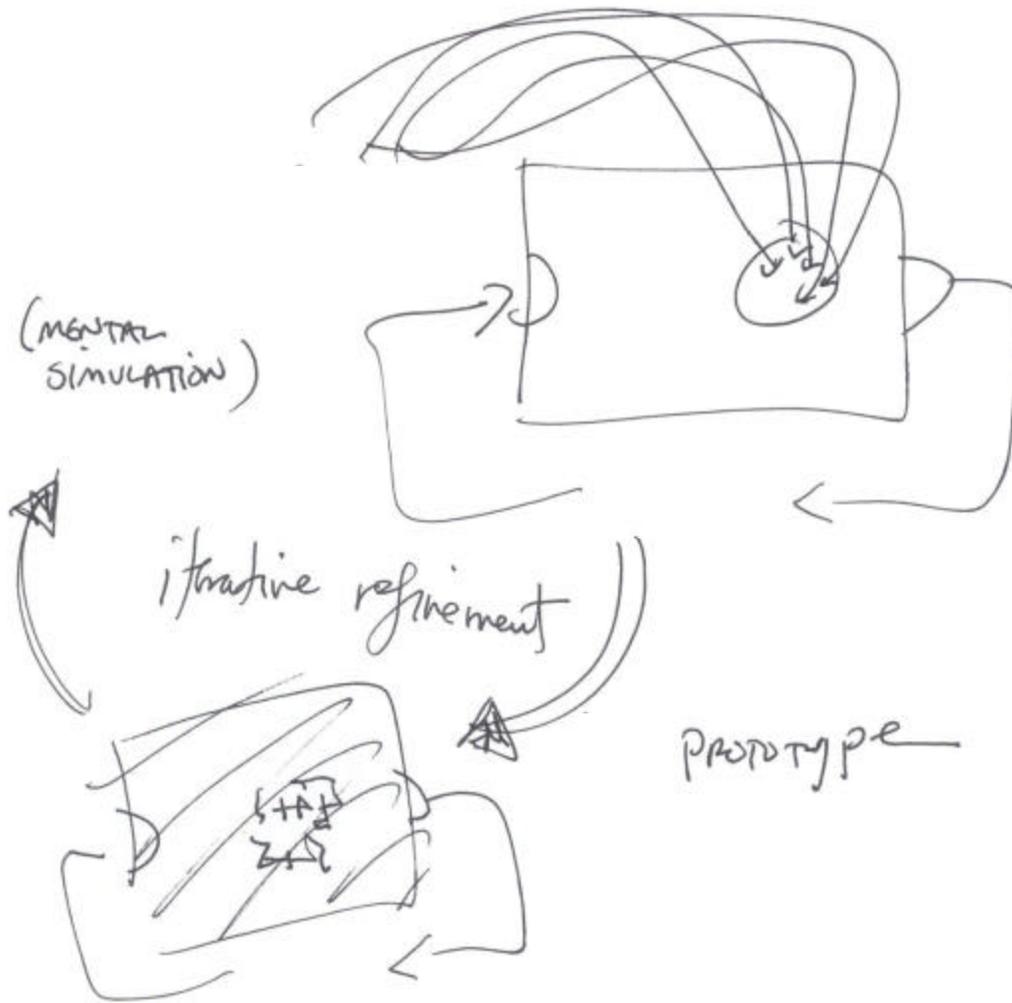
A proposed solution to the problem may arise.



Conversation affords a mental simulation of the solution.

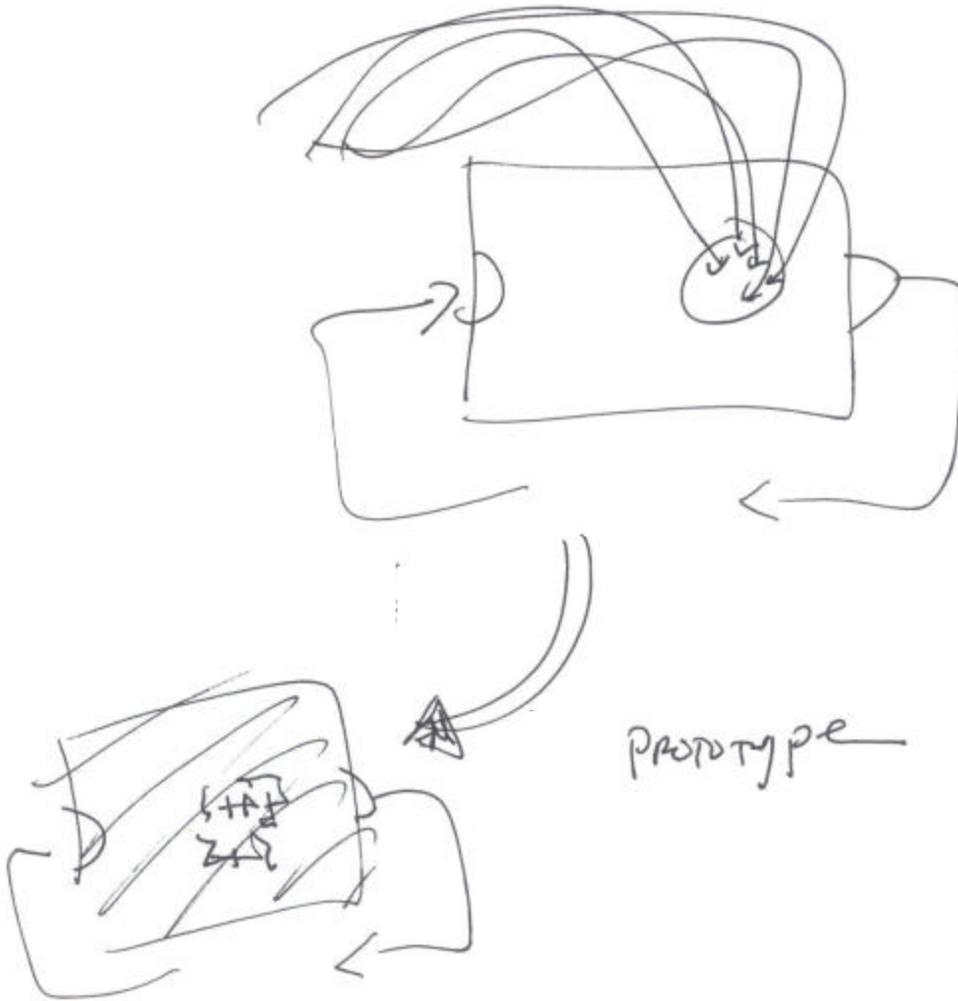


The system and its problem(s) evolve through iterative refinement, and solution(s) improve(s).



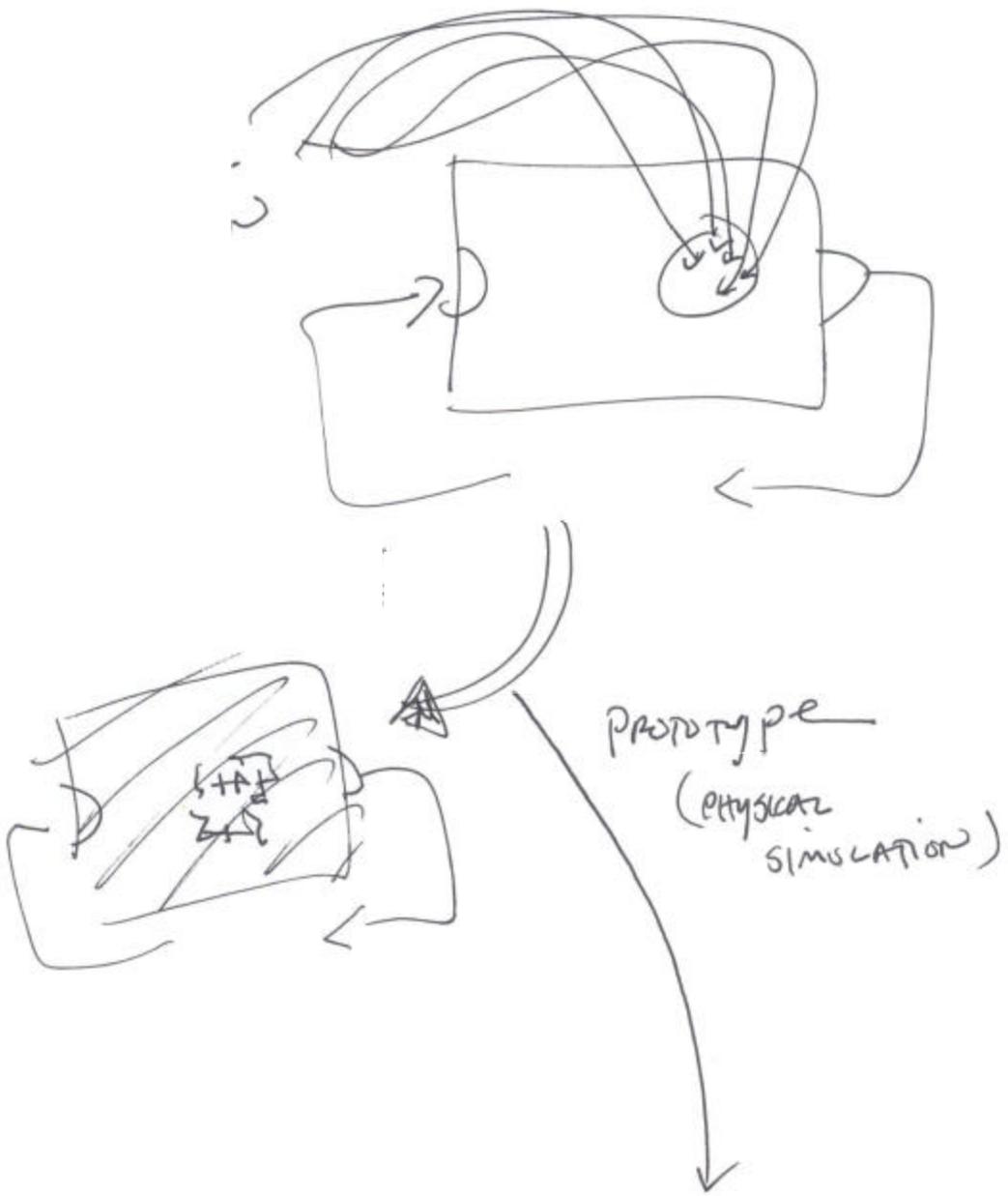
Because the iteration is through conversation, a prototype evolves with minimum investment.

2

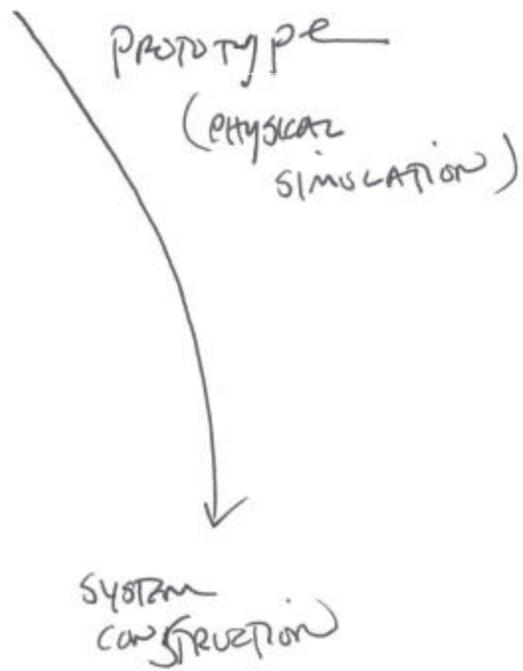


Once agreement is reached and the mental simulations converge, the prototype is ready for implementation.

2



The physical embodiment of the solution can be constructed with confidence.



PROTOTYPE  
(PHYSICAL  
SIMULATION)



SYSTEM  
CONSTRUCTION ①



... Followed by...



DESIGN

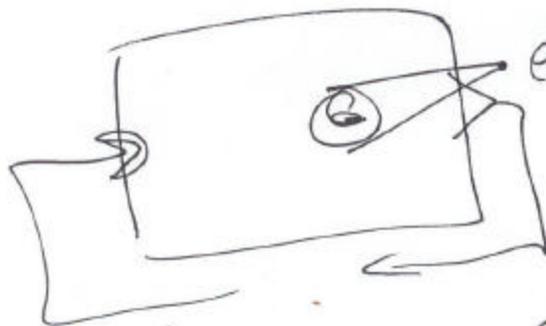


DESIGN, as I see it



QUESTION

SYSTEM FORMULATION



PROBLEM-TO-SOLVE

2

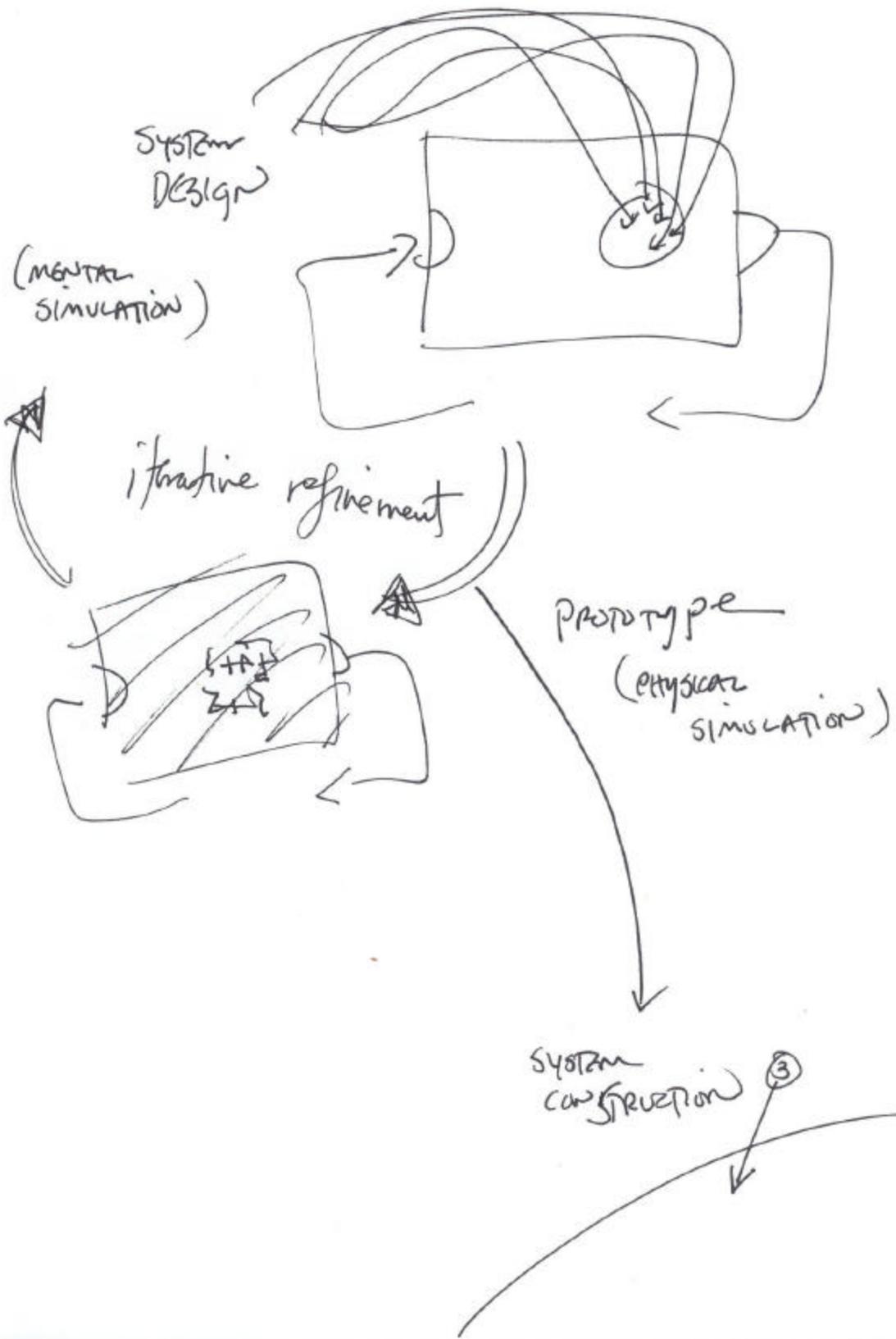
SIGNAL

NOTHING RESERVED

LIVE

1

2



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