DESIGN, as I see it
Design begins with observing.
Design begins with observing.
Perhaps two existing ideas come together.
and a question arises.
Exploring the question
creates a system of ideas,
a system of ideas,
arising from conversations among participants.
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.
Solving a problem requires participants who are experts in specific disciplines.
Solving a problem requires participants who are experts in specific disciplines.
New conversations cause new cycles of recursion and feedback.
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.
Once agreement is reached and the mental simulations converge, the prototype is ready for implementation.
The physical embodiment of the solution can be constructed with confidence.
Prototype
(physical simulation)

System construction
... Followed by...
Design, as I see it

1.

2.

3.

Question

System formulation

Problem to solve

Go

Signal

Nothing reserved

Live

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