<u>Collaboration Workspace</u> > <u>HDS 4D Design Method</u> > <u>4d Discussion</u> > Locating Natural Systems Intro

Working with natural systems

...takes seeing them first.

Anything with a 'niche', or a 'hood' is a living natural system, and you can learn a great deal about it by studying how it behaves closely enough to draw it's actual boundary line. A living system is a network of feedbacks, and within it's niche outputs tend to become inputs. The boundary of a natual system is the line between where things tend to be recycled and where they tend to become separated from the system, a line between an accumulation of effects and a dissipation of effects. You can also see it in drawing the neighborhood of you own effects on the world, the kinds of contact you have that tend to recycle what you say, listening to you and passing on intrepretations of what you say, versus the kinds of contact that tend to give no importance to what you say, defining a set of loops, within which your ideas have accumulative and lasting influence and outside of which they dissipate.

When discussing any natural system

- make a mental or actual list of the identifying characteristics of its niche
- ask when did the system develop, and how did it grow
- make a few observations about 'network' map of it's important internal and external connections.

A natural system is

complex 'network cell' that evolves over time. The amount you can 'explain' is directly proportional to your ability to 'explore' their independent behaviors and connectons.

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