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Systems Theory in Design Exercises

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Government

What is government?

- What is the simplest possible model?
- What actors should be included?
- Do you need more than citizens, laws, government?
- What are their relationships?

Extra credit: What about rights, property, and taxes?

- What are the goals of government?

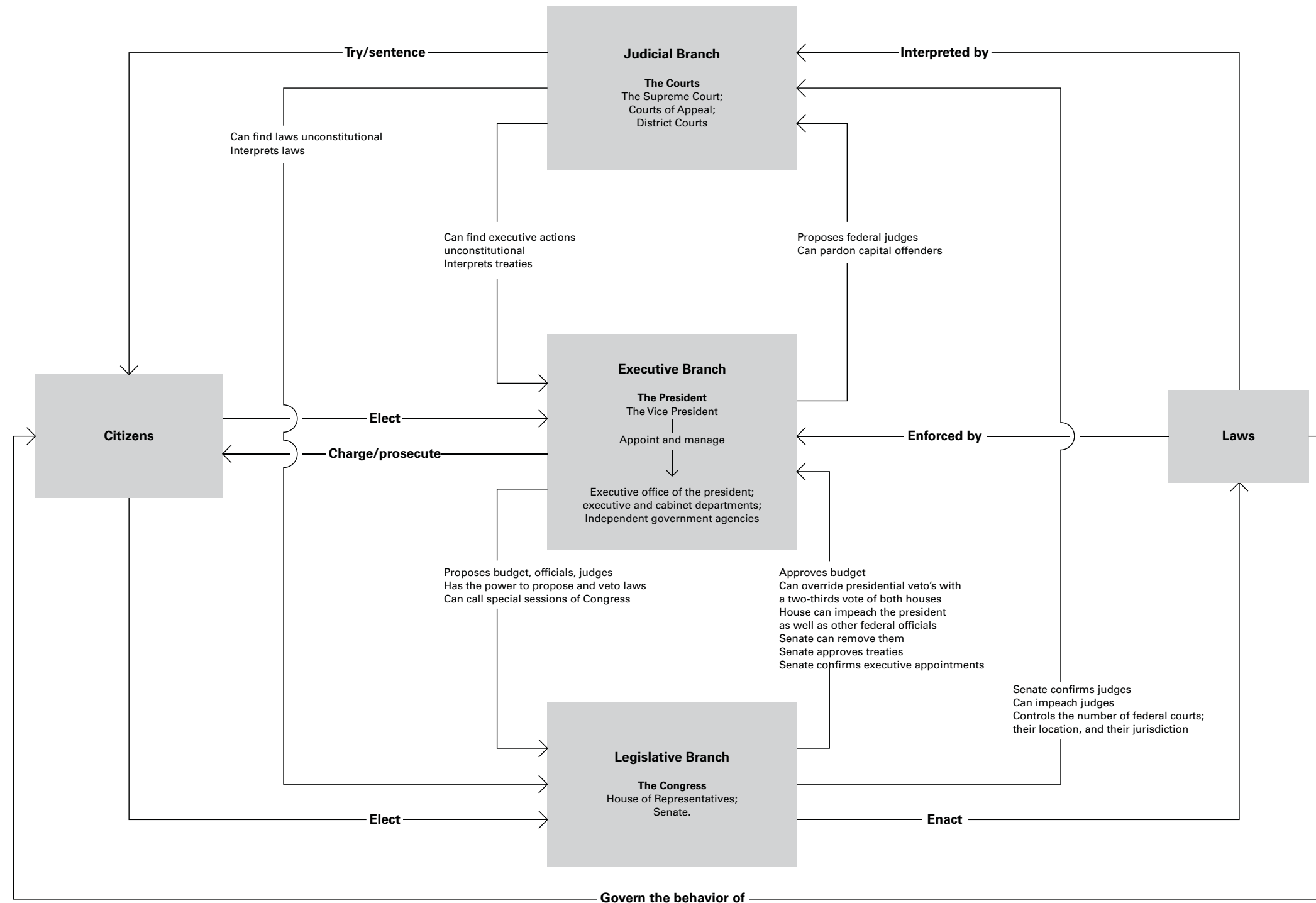
What are the types or forms of government?

How might you model the differences between the following types?
i.e., what are their structural differences?

- Monarchy
- Oligarchy
- Republic
- Democracy
- Anarchy

Extra credit: How do these systems fail?

The U.S. federal government is divided into three branches.



What is the structure of government in Ireland?

- What actors should be included?
- What are their relationships?
- How can you represent (model) those relationships?

Government and climate change

What is the mechanism of global warming?

- What green-house gases are key?
- What are their sources?
- What is driving their growth?
- What results are likely?
- How could you model these elements as a system?

How might we “control” deforestation?

- Deforestation is a component of global warming.
- Let’s assume a satellite system providing 1m² images of the whole earth daily.
- How might it aid us in “controlling” deforestation?
- What might the technical (software) platform look like?
- What sorts of human (social/governmental) structures (platforms) might be needed?
- How could you represent this “control” as a feedback loop or loops?

Extra credit: How might you balance deforestation with food security?

**Special thanks to
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Presentation posted at
systems.dubberly.com/exercises_20201013.pdf