January 13, 2012

JF started class by going over the homework. He felt that designing a day and having an undesigned moment are both impossible. Roger reminded us that "the map is not the territory", the general semantics that our reality is representational. In systems thinking, what are the structural correlations between the model and reality? There is no limit to the models and it's turtles all the way down. You need to be careful about your perceived reality because to jump in front of a speeding bus will result in a very steep learning curve. All manifest reality is an illusion.

Why do we take solipsism into account during design? JF looks up the definition of solipsistic which says that anything occurring outside your mind is unsure. Thus, your model of reality is dependent on your point of view (POV). Your model of ‘becoming’ turns into an animated aspect of your being. Your design is your POV. We need to see the design process assumption. If we can be more aware of our POV in our design, then we can see the limits of the paradigm modeling in reality. The result is that you expand your awareness which helps your design process.

What are your starting assumptions? How do you know what your assumptions are? Our paradigms don't occur for us as paradigms.

Is any perspective biased by definition? Roger says not exactly. We defend our paradigm. We create more complicated assumptions to defend our existing paradigm. Ptolemy accounts for Mercury moving backward by adding a complication into his pre-existing paradigm so he doesn't have to change his paradigm. We all know the end of THAT story.

So how does a paradigm shift occur? It occurs through acceptance. Roger says that by trying to act the way your model would say to do so, then you can see the gap between your espoused model and the lived reality. You get closer to seeing the true nature of the self.

While doing the homework, the affect for roger was uncomfortable. He remembered days that he had designed and days that he had accepted someone else's design. Roger ultimately had anger about ‘having designs on that last cookie’.

What is the structurally coupled reality of our design? Are we designing to address something that is perceived to be missing. Is it?

Bev's design for a day was about the past, JF thought about what can I do today? He goes through his weekend routine. Andrew saw both assignments converge. George looked up the word design in the dictionary. He planned and executed a day but when during the execution the water didn't go on as designed, he had to replan. George has his own world of "practical", says Roger.

Roger say you don’t have to make a decision, you have choices. Is abstract art not causal? Deconstruct it to illuminate your decisions. Choice is an a causal disposition. If we choose ‘because’, then we are making a decision. Choice can be intrinsic.
When are you not designing? George suggest when you are sleeping. It’s not designed, its already occurring. George adds that you don't have to design getting hungry, it’s structural.

Do you have control over what is occurring? Your experience of necessity constrains your design. When should you be the teacher and when should you be the student in design?

Homework: Manifest a conversation by next Friday. Hold the intention, but actively don’t design a conversation. Notice your process of design, but do NOT design. Stop yourself before you design. Stop yourself just as you start to design the conversation. Interrupt the moment of origin, observe your state. Don’t employ your known ways of doing it. Manifest non-action in design and see that is impossible for you to do. Note that your conversation may or may not be with someone else.