Whole Systems Design
Erin Young and John Schinnerer

What is Whole Systems Design?

Whole Systems Design is about "*how* we do *what* we do" rather than the specific things we do.

Unpacking "Whole System Design"

1. "Whole": With "wholes," the "parts" are *interdependent*, and the whole is greater than the sum of its parts. In fact, the parts cannot be fully understood without understanding the whole they are part of.

2. "Systems": A group or set of elements ("parts") that interrelate to form a more complex whole. A system is a regularly interacting or interdependent group of items that constitute a unified whole.

3. Design: Design involves two things:
   a. "*Creation of the not-yet existing*" whereas "production" is making more copies of what already exists.
   b. "*Other-expressive*" Artists are primarily *self-expressive*; whereas designers are primarily "*other-expressive*"; designers support the expression of what clients want to put into the world.

Whole Systems Design is putting all these together: a *holistic view* with a *systems approach* and a *design process,* to do what you are trying to do.

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Healing Our World
EXPLORING HOW