

Innovation and Digital Government for Public Service Delivery

Day 2

Exploring Key Concepts and Conducting the Digital Transformation Assessment





Module 2.4 Systems Thinking and Situational Awareness





Interconnectedness

Systems thinking is . . . seeing wholes . . . seeing interrelationships rather than things, seeing patterns of change rather than static "snapshots.". . .

... systems thinking is a sensibility — for the subtle **interconnectedness** that gives living systems their unique character.

- Peter Senge





A question for your consideration

Is there such a thing as a system?





The question:

Is there such a thing as a system?

An answer:

Depends on what you mean by a system.





The question:

Is there such a thing as a system?

An answer:

Depends on what you mean by a system.

So, what do you mean by a system?





A Definition

A **system** is a **collection** of elements or **components** that are **organized** and **interact** for a common **purpose**.

Scribd.com





Main Concepts of Systems Thinking

Collection

• Identifiable parts and boundaries, i.e., you can tell what's part of the system and what's not.

Organized

 Identifiable structure of the system that shows relationships among the components.

Interaction

Identifiable processes that affect the components and other conditions.

Purpose

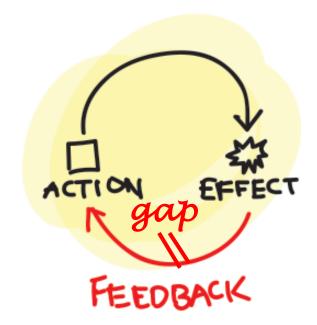
One or more identifiable desired outcomes of the interactions.





What is Systems Thinking?

Goal seeking and feedback

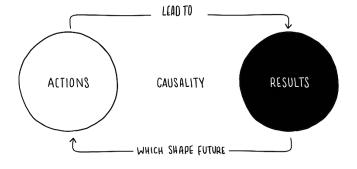






Archetypes

- Archetypes are recurring patterns of behavior that give insights into the structures that drive systems.
- They offer a way of thinking about systems dynamics across a diversity of disciplines, scenarios, or contexts. They are defined as archetypes, which can be seen as the storylines of systems in the world.



https://medium.com/tools-for-system-thinkers



Socio-Technical Systems

Purpose

Is combination of social and technical outcomes

Components

Are a mix of social and technical entities

Dynamics

Consist of interacting social and technical processes

Structures

Consist of both social and technical relationships

Goals

Are both social and technical outcomes





Some Socio-Technical Systems







Systems Thinking Concepts

- Process, process, process
- Holistic perspective: big picture view
- Input-process-output-feedback
- Links and loops, not linear chains
- Focus on dynamic complexity, not detail complexity
- Importance of mental models and process maps
- Looking for archetypes





Basic Ideas

You can't do just one thing!

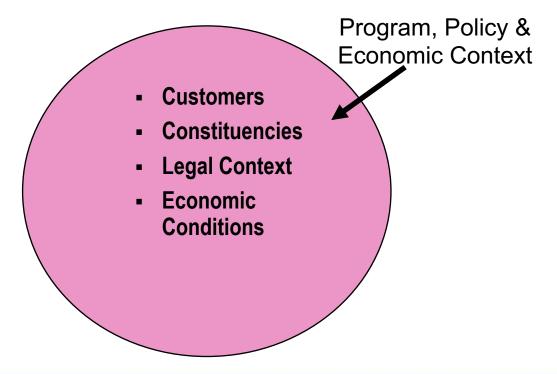
"The world is filled with relationships, and anything we do is going to impact parts of the system that we may never have even thought of."

(Richard Heinberg)





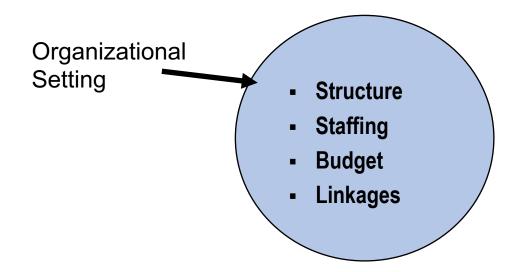
Real World Environment







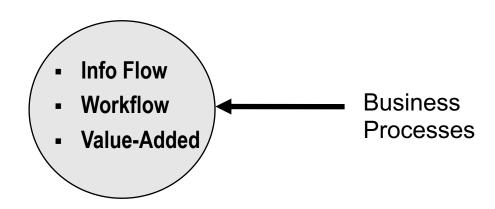
Organizations & People





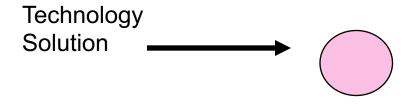


The Work





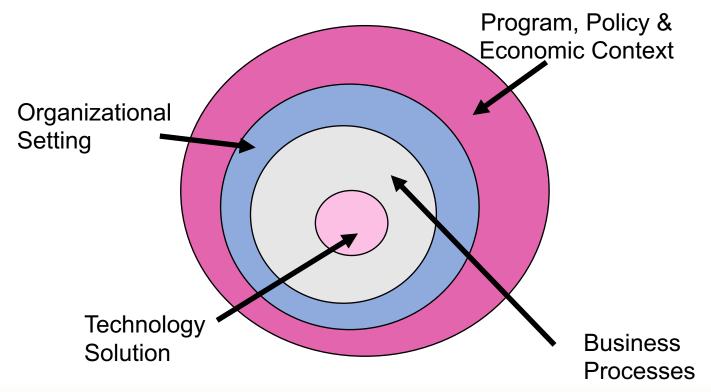
Technology Solutions & Tools



- hardware
- software
- platforms
- infrastructure



Organizational Complexity





Basic Ideas

- Looking for circles of causality, not linear chains
- Understanding feedback, delay, and noise
- Looking for consistent patterns of change
- Paying attention to the big picture









THE ICEBERG MODEL: WAYS OF EXPLAINING REALITY

Events Orientation looks for immediate cause and effect

Events

What Just Happened?

Patterns

What's been Happening?

Systems Thinking looks beneath the surface at the patterns, trends, structures and systems at play

Trends

Structures

Mental Models

What are the common forces at play? 5 Whys

How do processes and organization impact?

How does our thinking allow this to persist?

GodsFaintPath.co





Spilled Oil







Recognizing Patterns System Archetypes

- Fixes that fail
- Limits to success
- Drifting Goals
- Escalation
- Growth and Underinvestment
- Shifting the burden/addition
- Success to the successful
- Tragedy of the commons



SYSTEMS ARCHETYPES AT A GLANCE

ARCHETYPE	DESCRIPTION	GUIDELINES
Drifting Goals Goal Frame is Exercise For For For For For For For Fo	In a "Drifting Goals" archevpe, a gap between the goal and current reality can be resolved by taking corrective action (B) or lowering the goal (B). The critical difference is that lowering the goal immediately closes the gap, whereas corrective actions usually take time. (See The Systems Thinkys, October 1990.)	Drifting performance figures are usually indicators that the "Drifting Goals' archetype is at work and that real oexerctive actions are not being taken. A critical aspect of avoiding a potential "Drifting Goals' scenario is to determine what drives the setting of the goals. Goals located outside the system will be less succeptible to drifting goals pressures.
Escalation Anti-trans	In the "Escalation" archetype, one party (A) takes actions that are perceived by the other as a threat. The other party (B) responds in a similar manner, increasing the threat to A and resulting in more threatening actions by A. The reinforcing loop is traced out by following the outline of the figure-8 produced by the two balancing loops, 18cc. The Systems Thiology. November 1991.)	To break an escalation structure, ask the following questions: What is the relative measure that pits one party against the other and can you change is? What are the significant delays in the system that may dissort the true nature of the threat? What are the deep-rosted assumptions that lie beneath the actions taken in response to the threat?
Fixes That Fail Problem Symptom Bi 122 Usertanded Consequence 5	In a "Fixes That Fail" situation, a problem symptom cries out for resolu- tion. A solution is quickly imple- mented that alleviates the symptom (B1), but the unistended consequences of the "fix" exacerbate the problem (E2), Over time, the problem symptom returns to its previous level or becomes worse. (See The Systems Thindge; November 1990.)	Beaking a "Fixes that Fail" cycle usually requires acknowledging that the fix is merely alleviating a symptom, and making a commitment to solve the real problem row. A two-pronged attack of applying the fix and planning out the solution will help ensure that you don't get caught in a perpetual cycle of solving yesterdays "solutions."
Growth and Underinvestmen Growth 21 Susuad 02 Performance Performance Operator Section Sec	archetype, growth approaches a limit that can be eliminated or pushed into the future if capacity investments are	Dig into the assumptions which drive capacity investment decisions. If past performance dominates as a consideration, try to balance that perspective with a fresh look at demand and the facces that drive its growth. If there is potential for growth, build capacity in artification of furure demand.

ARCHETYPE	DESCRIPTION	GUIDELINES
Limits to Success Overtains Office R1 Februarya R2 Uniting Action Action	In a "Limits of Success" actractic, continued efforts initially lead to improved performance. Over time, however, the system encounces a limit which causes the performance to slow down or even dedine (BZ), even an efforts continue to rise. (See The Systems Thiolyte, December 1990-January 1991.)	The archetype is most helpful when it is used well in advance of any problems, to see how the cumulative effects of continued success might lead to future problems. Use the archetype to explore questions such as What kinds of pressures are building up in the organization as a result of the growth? Look for ways to seleve pressures or remove limits before an organizational gaster blown.
Shifting the Burden/Addiction Symptomics State of the Symptom 155 (Mar-17bar) Symptom 155 (Mar-17bar) State of the Symptom 155 (Mar-17bar) State of the Symptom 155 (Mar-17bar)	In a "Shifting the Burden," a problem is "solved" by applying a symptomatic solution (B1), which diverts attention away from more fundamental solutions (R5), (See The System Thinky; September 1990) In an "Addiction" structure, a "Shifting the Burden" degrades into an addictive potent in which the side-effor gets outreached that it overwhelms the original problem symptom. (See The Systems Thinky, April 1992.)	Problem symptoms are usually easier to recognize than the other elements of the structure. If the side-offect has become the problem, you may be dealing with an "Addiction" structure. Whether a solution is "symptomatic" or "fundamental" aften depends on corés perspective. Explore the problem from a differing perspective in order to come to a more comprehensive understanding of what the fundamental solution may be.
Success to the Successful Success to the Successful Success to the Successful Encourse of B Resources to B	In a "Success to the Successful" archetype, if one person or group (A) is given more resources, it has a higher likelihood of succeeding than B (assuming they are capally capable). The initial success justifies deveting more resources to A, and B's success diminishes, further justifying more resource allocations to A (R2), (See The Systems Thirdy, March 1992.)	Look for reasons why the system was set up to create just one. "winner." Chop off one half of the archetype by focusing efforts and resources on one group, rather than creating a "winner-take-all" competition. Find ways to make tosms collaborators rather than competitions. Belentify goals or objectives that define soccess or a level higher than the individual players. A and B.
Tragedy of the Commons Traged	In a "Tragedy of the Commons" struc- cure, each person pursues actions which are individually beneficial (R1 and R2). If the amount of activity grows soo large for the system to sup- port, however, the "commons" becomes experiences diminishing ben- efits (B5 and B6). (See The Systems Thinker, August 1991.)	 Effective solutions for "Tragedy of the Common" scrnario never lie at the individual level. Ask questions such as: "What are the incontives for individuals to perniat in their actions?" "Can the long-term col- lective loss be made more real and immediate so the individual actors?" Find ways to reconcile short-term cumulative consequences. A governing body that is chartered with the sutrain- ability of the resources limit can help.



Stakeholder Analysis





Stakeholder Analysis

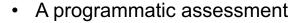
- What is it?
- What is it good for?
- Some Limitations
- How to get started



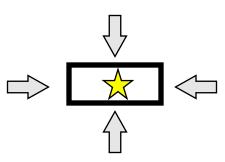


Stakeholder Analysis: What is it?

- A structured analysis of the main logic of a program or systems initiative
- Objects of analysis include
 - Customers
 - Resource suppliers
 - Expected results
 - Possible tools



A business case







Stakeholder Analysis: What is it good for?

- Understanding the external environment of an agency or program
- Discriminating among stakeholder groups
- Specifying the possible results of an innovation
- Matching stakeholders with results
- Estimating impacts on stakeholders
- Making a rough assessment of data availability and data needed for a more complete evaluation
- Choosing a "good" problem





Stakeholder Analysis: Are there Limitations?

- Makes assumptions about causal relationships and processes
- Mixes qualitative and quantitative impacts
- Does not gather or generate enough hard data to draw solid conclusions





Strategic Framework





Strategic Thinking

"A strategic orientation, whether in government or business has five distinguishing features:

- Concerned with mission-critical activities
- Time dimension is long-range
- Looks outward, beyond organizational boundaries
- Seeks maximum ROI
- Places high value on technological, human and information resources"

(Anderson, Belardo & Dawes, 1994)





Strategic Framework: What is it?

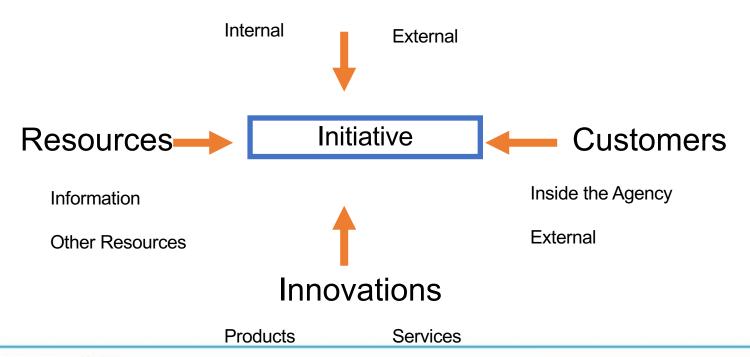
An analysis of the internal and external factors that a public organization must consider to achieve a program or service objective.





Strategic Framework

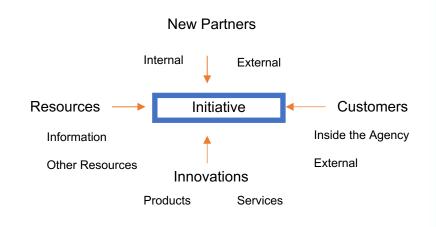
New Partners





Customers

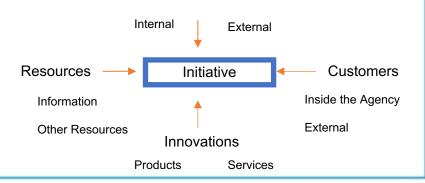
A person or organization who makes use of the service you intend to provide.





Partners

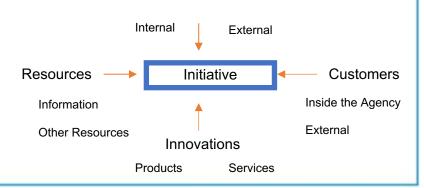
A partner is a willing participant in a joint enterprise who **invests** staff time, equipment, money, or credibility in the creation and operation of the service. Partners **share** costs, risks, and benefits and engage in active, trustful working relationships with one another.





Innovation

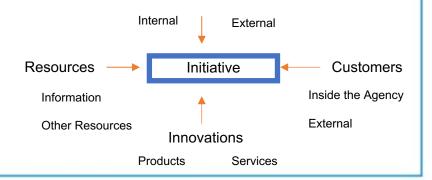
Products and services that could be used to design, develop, or deliver a new service or to **offer an existing service in a new way**. In the example, the World Wide Web is an innovation that allows customers to be able to link to data sources 24 hours a day.





Resource

Something of value that is necessary to the success of the service. When using the Strategic Framework, it is usually useful to specify what resource (s) are associated with an organization, rather than just the organization's name.







Strategic Framework: What is it good for?

- Identifying potential partners to help achieve those objectives
- Identifying information and other resources that will be needed
- Identifying innovative products and services that might be relevant
- Getting more specific about the customers of the service





Strategic Framework: Are there Limitations?

- Focuses on "enablers" but identify barriers
- Lacks the detail need to craft a project plan or design a system





2.4.1 Contextual Awareness

Group Formation

- We will form 3 groups
- Count off by 6s
 - All #1s & #2s are Group 1
 - All #3s & #4s are Group 2
 - All #5s & #6s are Group 3
- Move to your small Group location.

Group Assignment

- Each group will be assigned 2 dimensions
- There three Exercise Instruction Sheets for this section. Each exercise builds on the next so please do them in order.
 - Exercise Instruction Sheet 2.4.1.a
 - Exercise Instruction Sheet 2.4.1.b.
 - Exercise Instruction Sheet 2.4.1.c.

Group Process

Refer to the first Exercise Sheet 2.4.1.a.





Innovation and Digital Government for Public Service Delivery

Thank You!

