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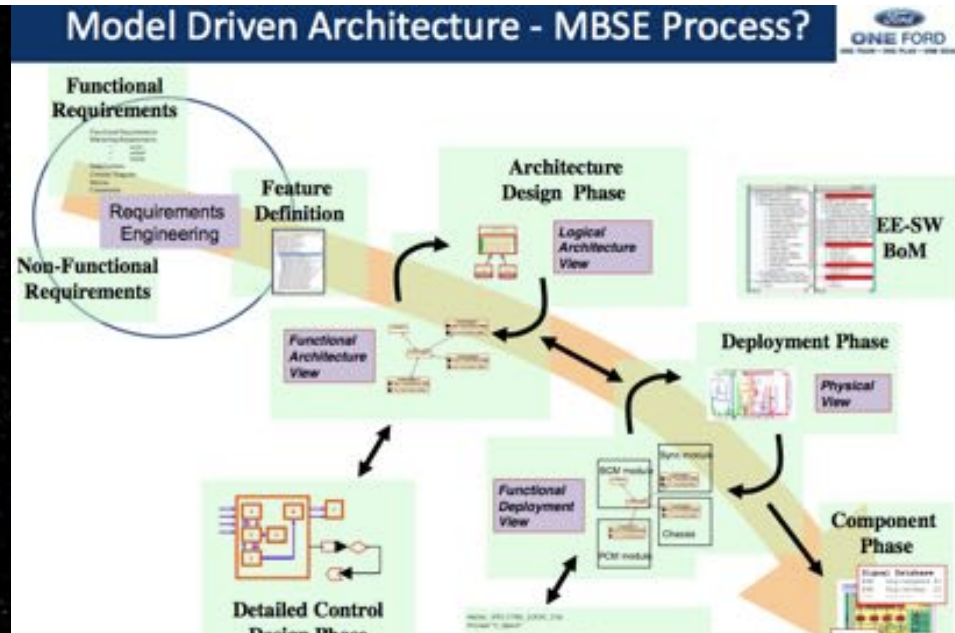
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Keio University
Global Innovator Acceleration Program
2015
Day 3 Systems Thinking

Graduate School of System Design and Management
EDGE Program Team

Keio SDM has strong background: **Systems Engineering** Master's Degree

- Nations **only** university to provide degree program in Systems Engineering.
- Offers training programs for many **companies**: JAXA, NEC, MELCO, HONDA, NISSAN, more



Systems Thinking and Systems Approach

Systems Thinking

a discipline for **seeing wholes** ...
a framework for **seeing interrelationships**
rather than things ...
a process of discovery and diagnosis ...
and as a sensibility for the **subtle**
interconnectedness that gives living systems
their unique character.

(Senge, P.M. 1990, 2006. The Fifth Discipline: The Art and Practice of the Learning Organization. New York, NY, USA: Doubleday Currency, 68-69)

Systems Thinking and Systems Approach

(e.g. Systems Engineering)

The systems approach is a way of tackling real world problems and **making use of the concepts, principle and patterns of systems thinking to enable systems to be engineered and used.**

(INCOSE Systems Engineering Body of Knowledge,

http://www.sebokwiki.org/wiki/What_is_Systems_Thinking%3F)

Systems Thinking

- As a **whole** and a **part**
- **Interrelationship**
- **MECE** boundaries
- Multiple **viewpoints**
- Level of **abstraction**

Systems Thinking

- As a **whole** and a **part**
 - example of biggest system?
 - example of smallest system?
 - what are contexts?
- **Interrelationship**
 - examples of interrelationships with you and a person next to you?
- **MECE** boundaries
 - how do you divide people in this room?
- Multiple **viewpoints**
 - with what perspective do you divide people in this room?
- Level of **abstraction**
 - at what level of abstraction are you talking about?

Why Systems Approach beneficial for entrepreneurs in global context?

Systems approach is

- to understand ***exactly what you need to do.***
- to provide a ***valid solution.***
- to ***leverage*** on existing solutions.
- to deal with ***complexity, scale, and dynamics.***
- to tackle ***domain free.***
- to ***design and implement*** your solution ***right.***

What is a “system”?



Image from <<http://www.spacekids.co.uk/>>

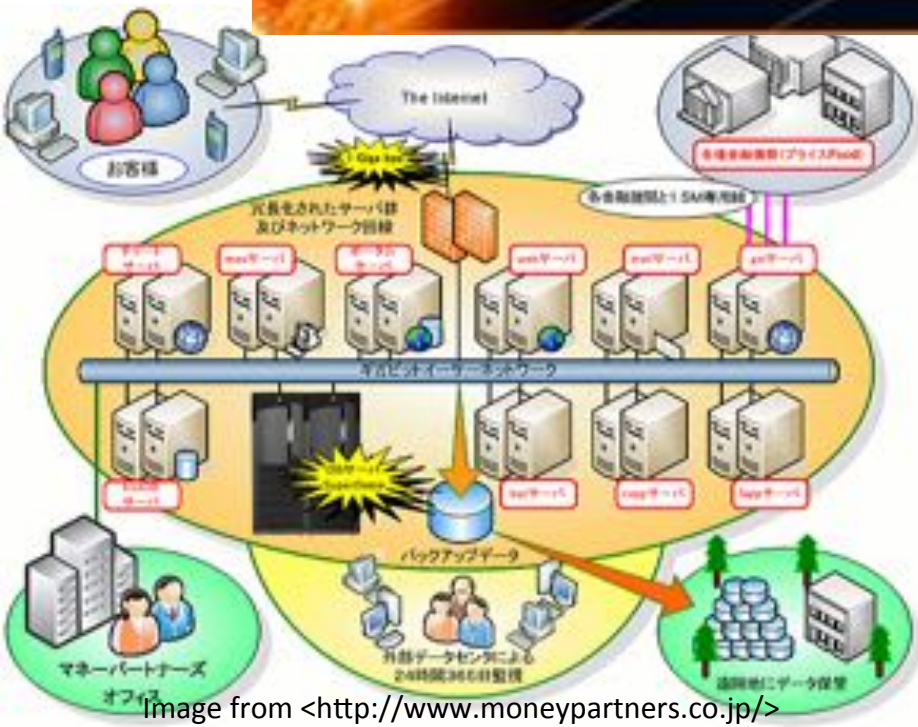


Image from <<http://www.moneypartners.co.jp/>>



Image from <<http://www.tamoshop.com>>

System

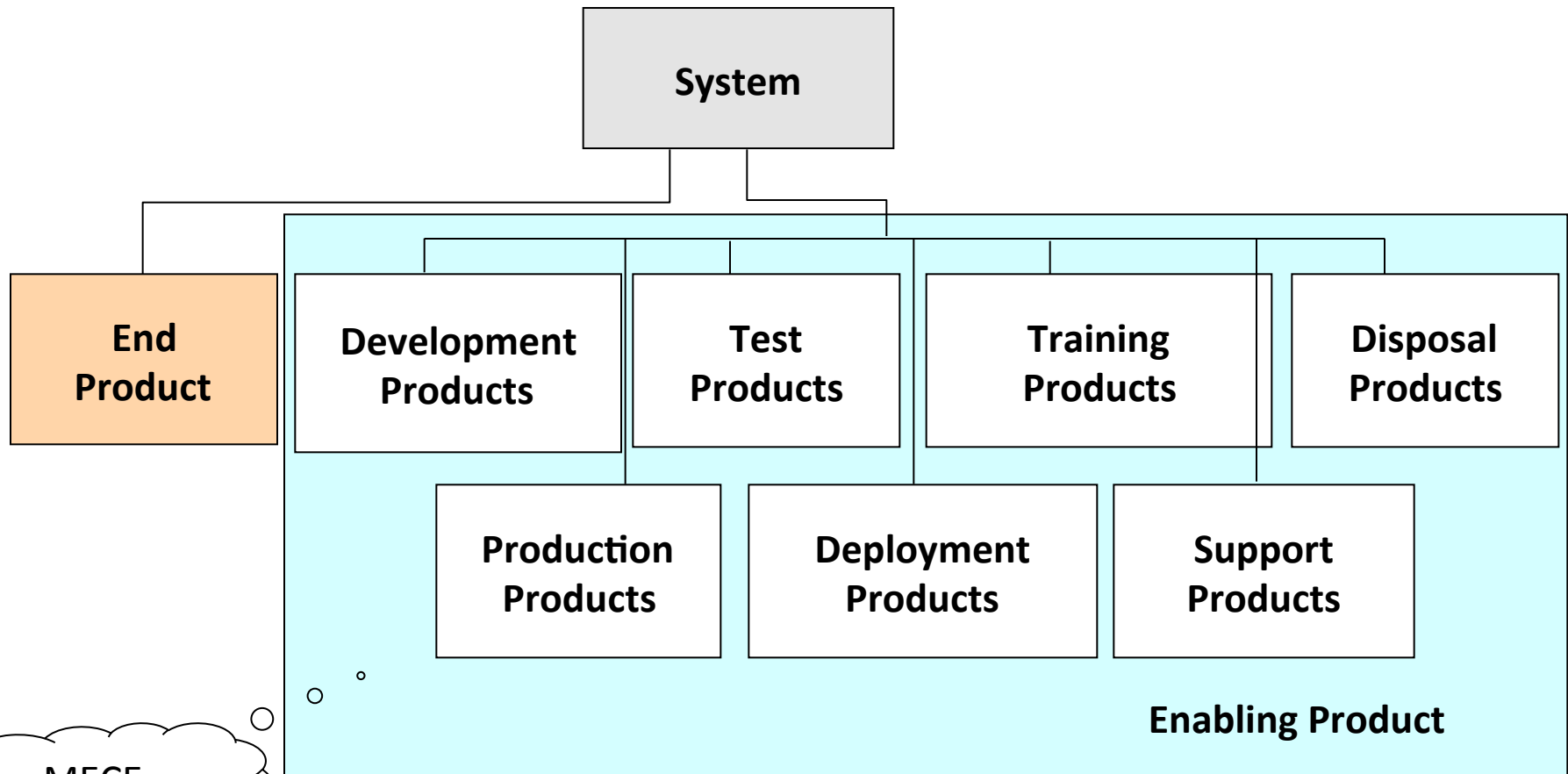
- Definition of “system”
 - “An **interacting combination of elements to accomplish a defined objective**. These include hardware, software, firmware, people, information, techniques, facilities, services, and other support elements.”
(INCOSE* Systems Engineering Handbook v2)
 - “An aggregation **of end products and enabling products** to achieve a given purpose.”
(ANSI/EIA-632 Processes for Engineering a System 1998)

Some Keywords in Systems Approach

- All system consists of “**end product**” and “**enabling product**”.
- All system has “**subsystem(s)**”.
- All system has its “**life cycle**”.

End Product and Enabling Product

- All system consists of “**end product**” and “**enabling product**”.



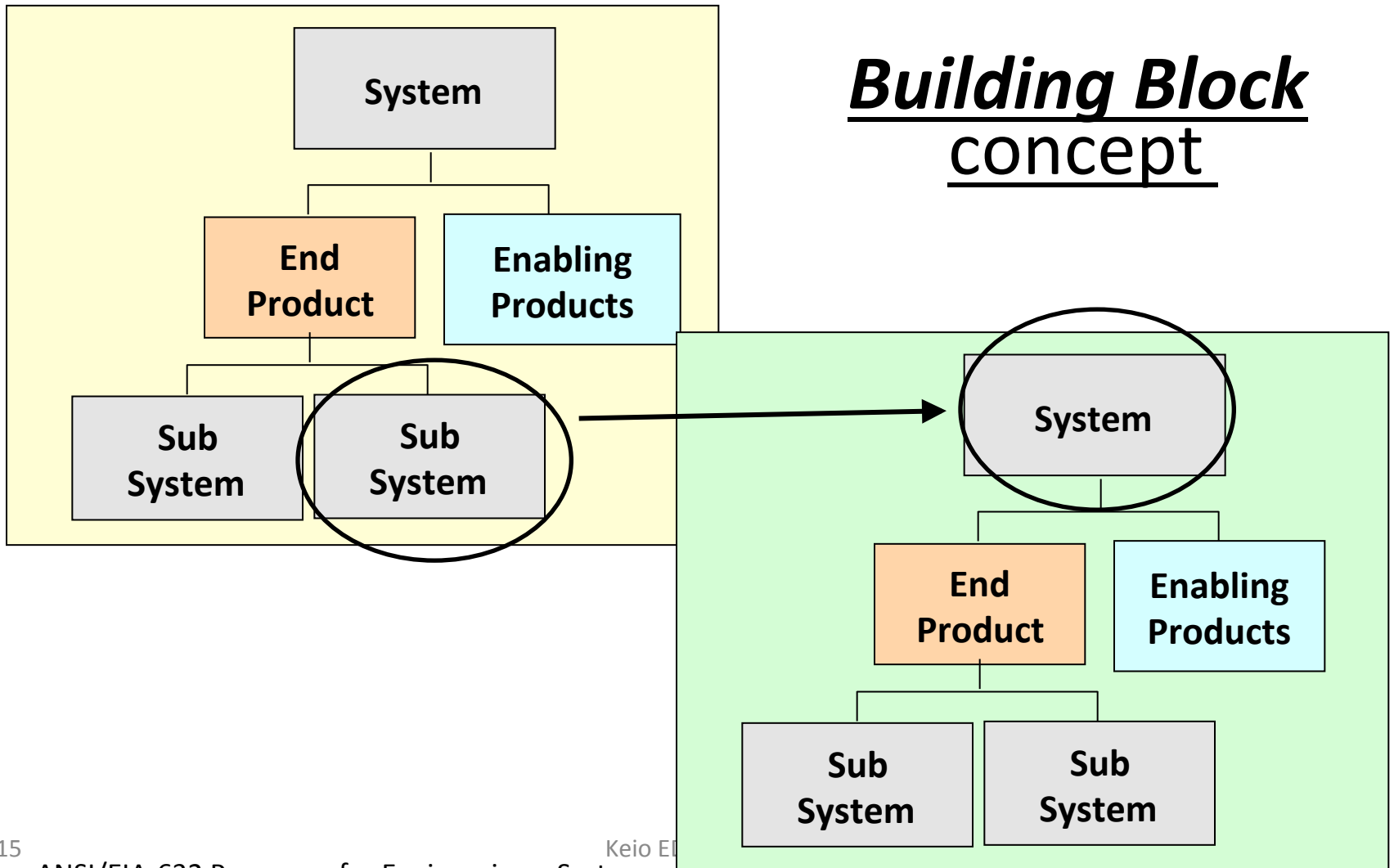
MECE

2015

Reference: ANSI/EIA-632 Processes for Engineering a System

System and Subsystem

- All system has “**subsystem(s)**”.



Life Cycle

- All system has its “**life cycle**”.

Reference: ISO/IEC 15288 General Life Cycle Definition

Concept Stage	Development Stage	Production Stage	Utilization Stage	Retirement Stage
			Support Stage	

LIFE CYCLE STAGES	PURPOSE	DECISION GATES
CONCEPT	<i>Identify stakeholders' needs</i> <i>Explore concepts</i> <i>Propose viable solutions</i>	<i>Decision Options</i> – <i>Execute next stage</i> – <i>Continue this stage</i> – <i>Go to a preceding stage</i> – <i>Hold project activity</i> – <i>Terminate project</i>
DEVELOPMENT	<i>Refine system requirements</i> <i>Create solution description</i> <i>Build system</i> <i>Verify and validate system</i>	
PRODUCTION	Produce systems Inspect and test [verify]	
UTILIZATION	Operate system to satisfy users' needs	
SUPPORT	Provide sustained system capability	
RETIREMENT	Store, archive, or dispose of the system	

Systems Approaches we talk about today

- **Function and Physical Architecture**
 - function and physical viewpoints
 - functions and physical structures
- **Value Graph (upper half)**
 - purpose and alternative viewpoint
 - higher purposes/value and alternative ideas
- **Causal Loop Diagram**
 - cause-and-effect viewpoint
 - causes and effects
- **Customer Value Chain Analysis (CVCA)**
 - value chain viewpoint
 - stakeholders and their values

What do you
think **this** is?



クリップタイプなので賞味期限がはつきりわかる！

• オープナーを使う場合は・・・ When using an opener・・・

開口部
Opening

オープナー
Opener

開口部
Opening

オープナー
Opener

オープナーを使って紙パックの開口部を開ける場合は、本品のオープナーを開口部側から差し込んで、指かけ部を持ち斜め上に引き上げてください。きれいに簡単に開けることができます。

When opening the opening of the paper pack by using an opener, insert the opener of this product from the opening portion and pull it up at an angle while holding the finger holding portion. You can cleanly and easily open any paper pack.

調理器

使い方は
裏面に！



レンジでめだま焼き

[角型]

A-79

※販売店によって異なります。

忙しい朝も簡単玉子料理
お手軽に

—レンジでめだま焼き [角型]—

使用方法

ステップ 1

- ・容器をかるく水にぬらします
- ・卵を割って、くぼみ部分におとします
- ※破裂防止のため、裏面の中央につまみ棒等で取っ所、穴をあけます



ステップ 2

- ・フタをしっかり閉めます。
- 容器の、取っ手部分と先端部分の2ヶ所にフタを固定する為のツメがあります。フタを閉める時は横にスライドさせ、「カチッ」としっかりはめてからご使用下さい。

＜取っ手部分＞



＜先端部分＞



※フタがしっかりはまっていないと、中身が飛び散る等の恐れがあります。フタの取り扱いには十分注意してください。

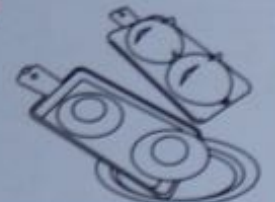
- ・600W弱の場合なら約50秒～1分、電子レンジにかけます。

※危険ですので、600W以上の電子レンジには使用しないで下さい

※加熱時間は機種によって異なります

ステップ 3

- ・ひっくり返してフタに乗せ、器に盛って完成です！





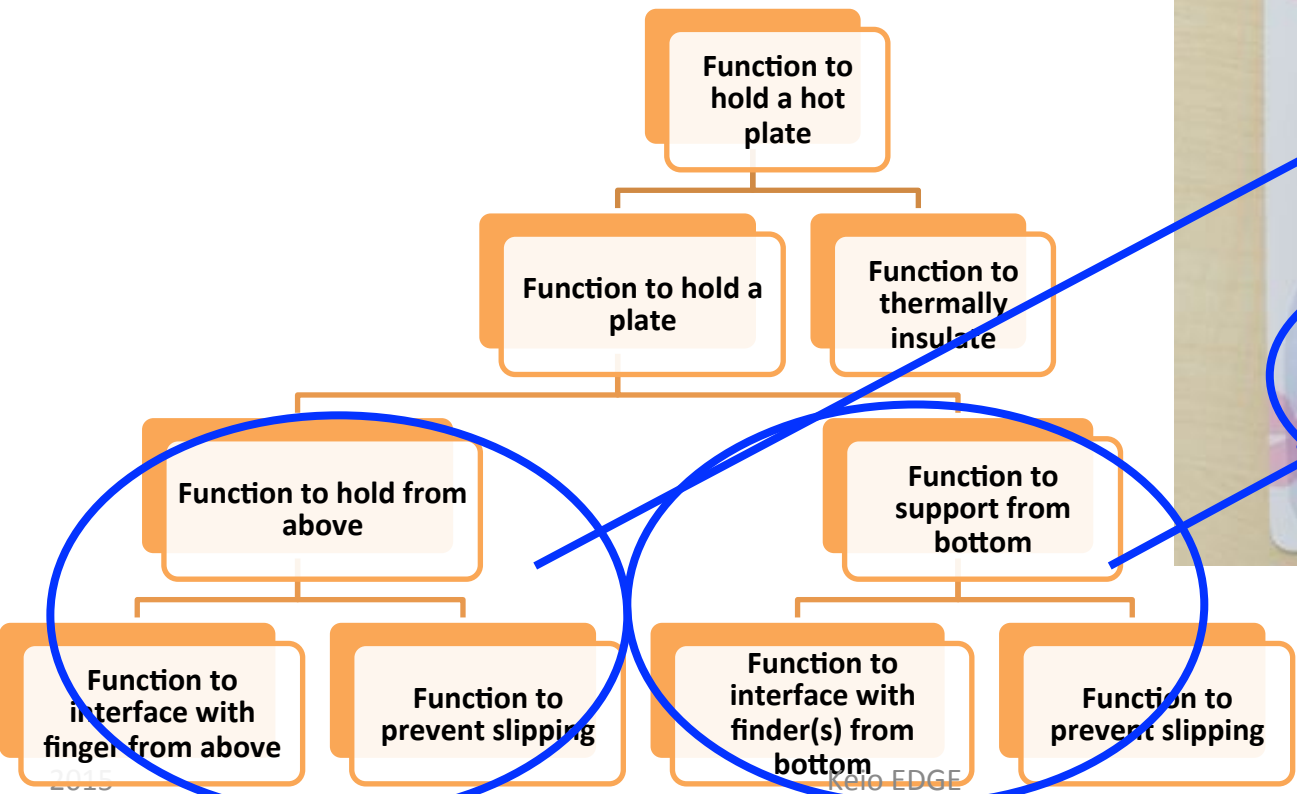


What **functional element** is it consist of?

(looking at a system from **Functional Viewpoint**)

What **physical element** is is consist of?

(looking a t a system from **Physical Viewpoint**)

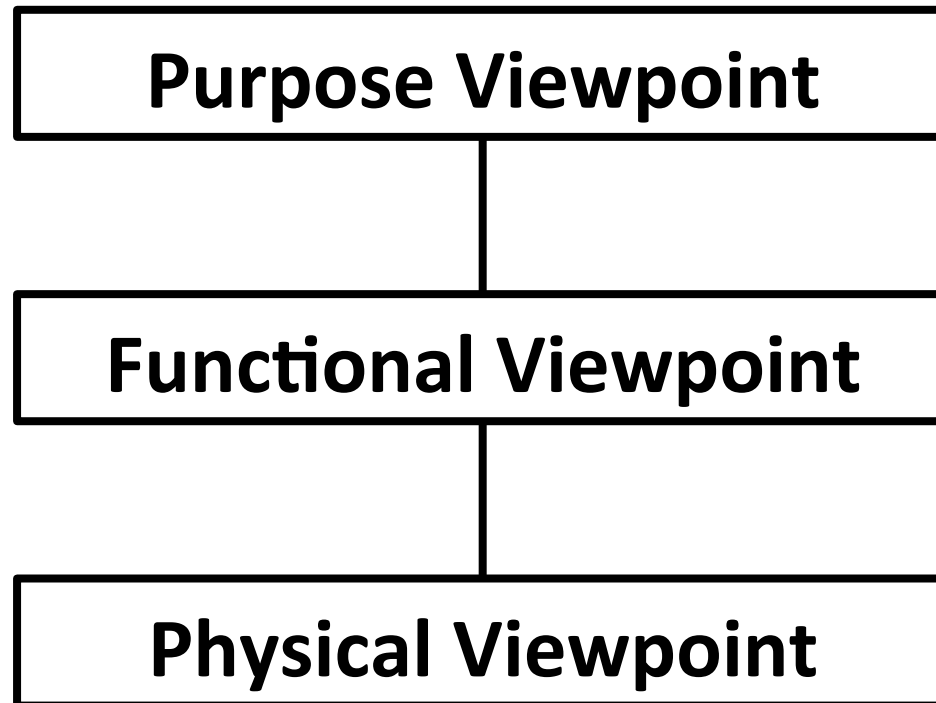


[Pop QUIZ]

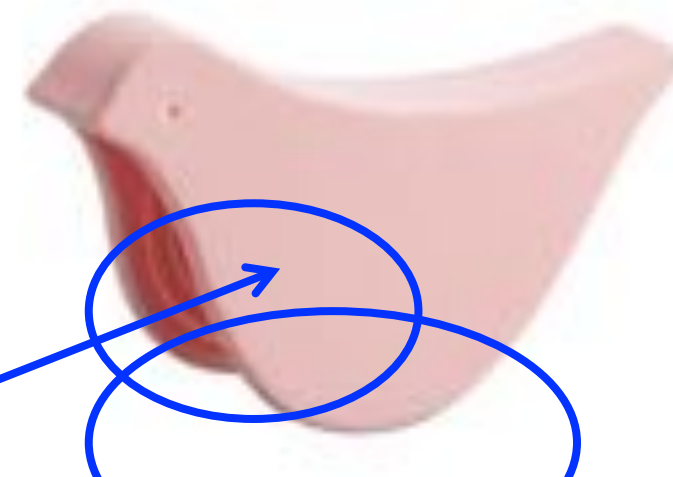
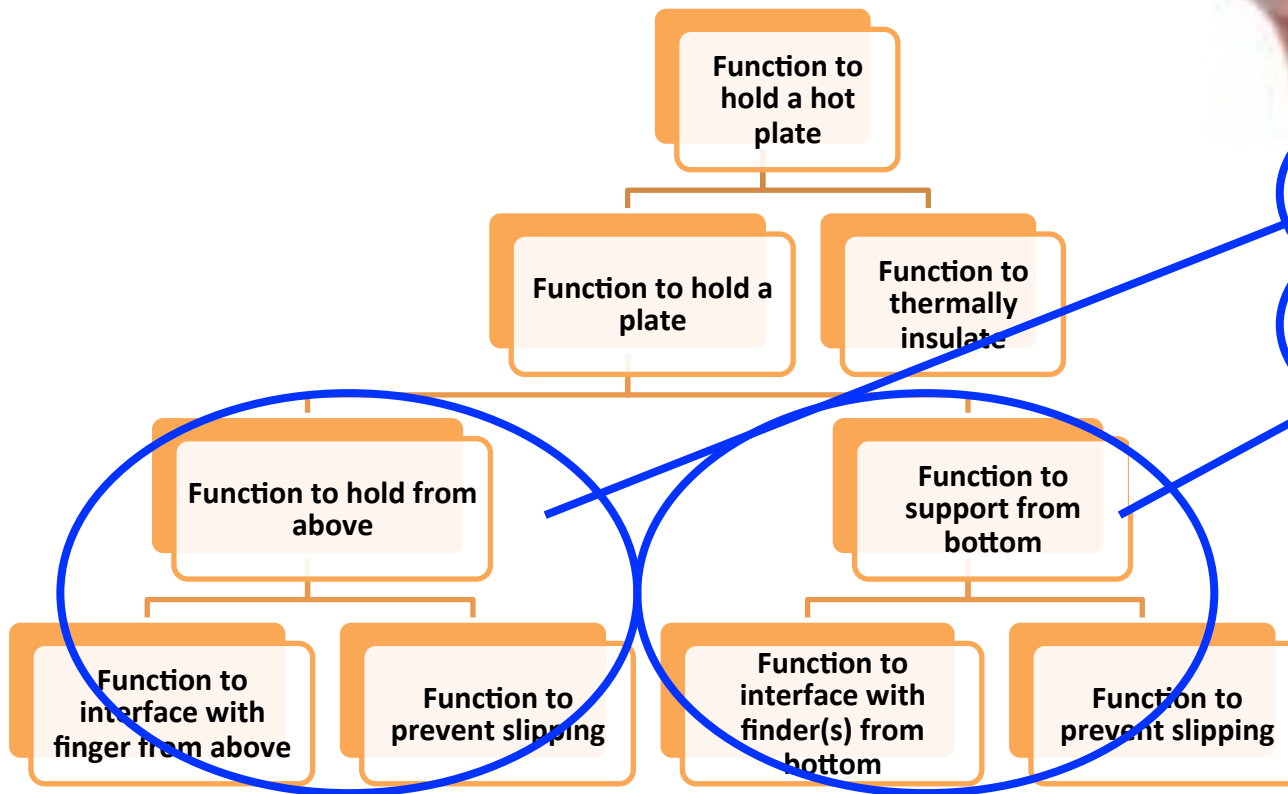


to see things as a **System**

- One example



The same **functional element** but different **physical element**

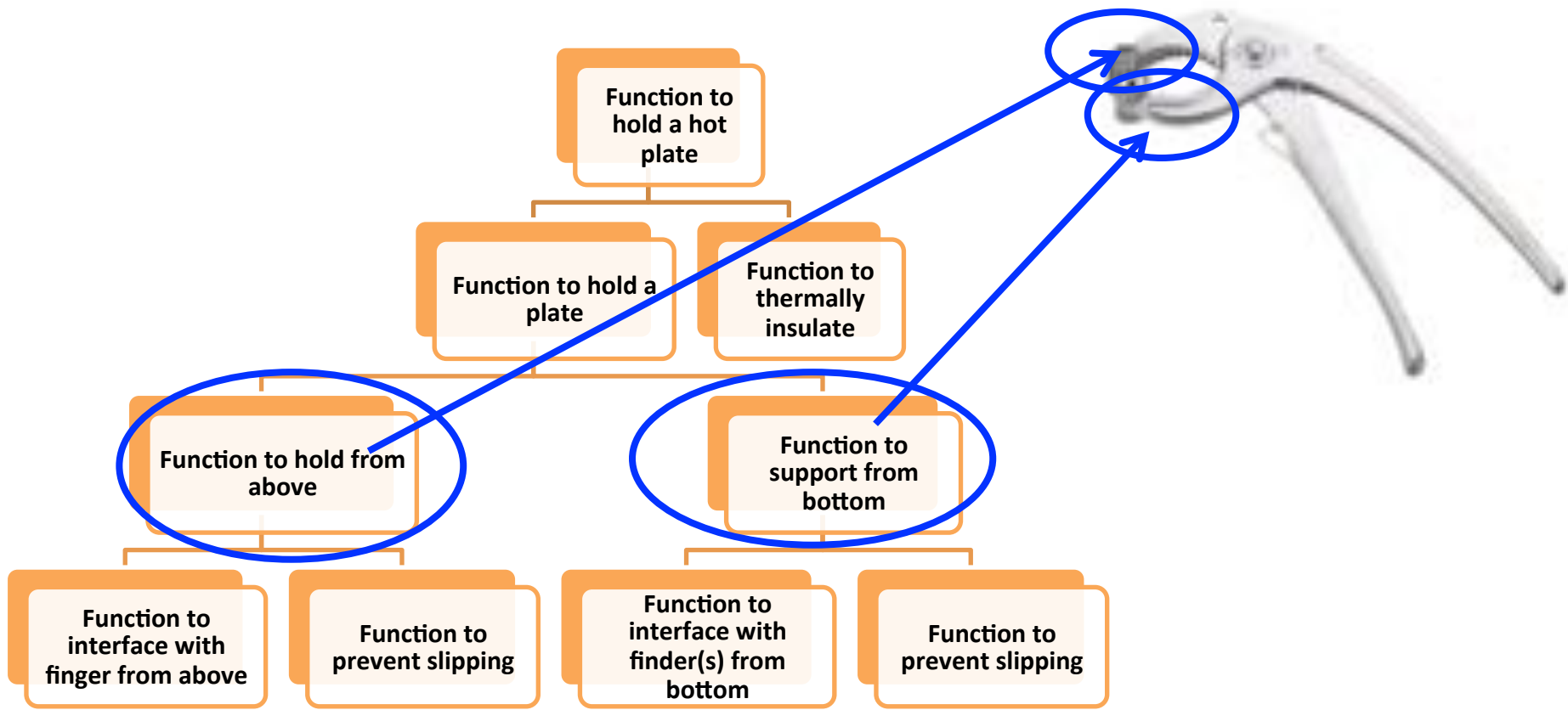


The same **functional element** but
different **physical element**



F
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Same **functional element** but different **physical element**

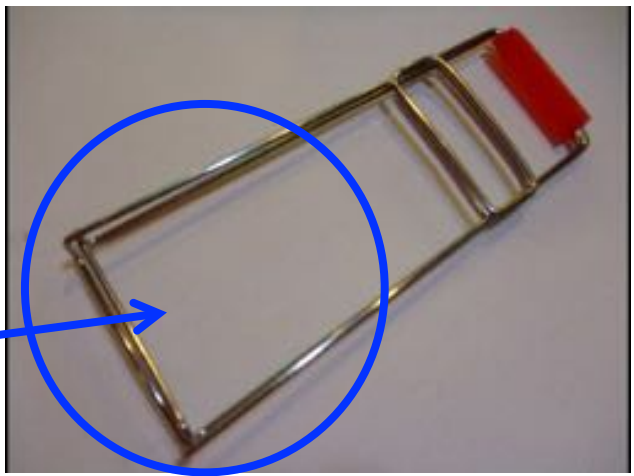
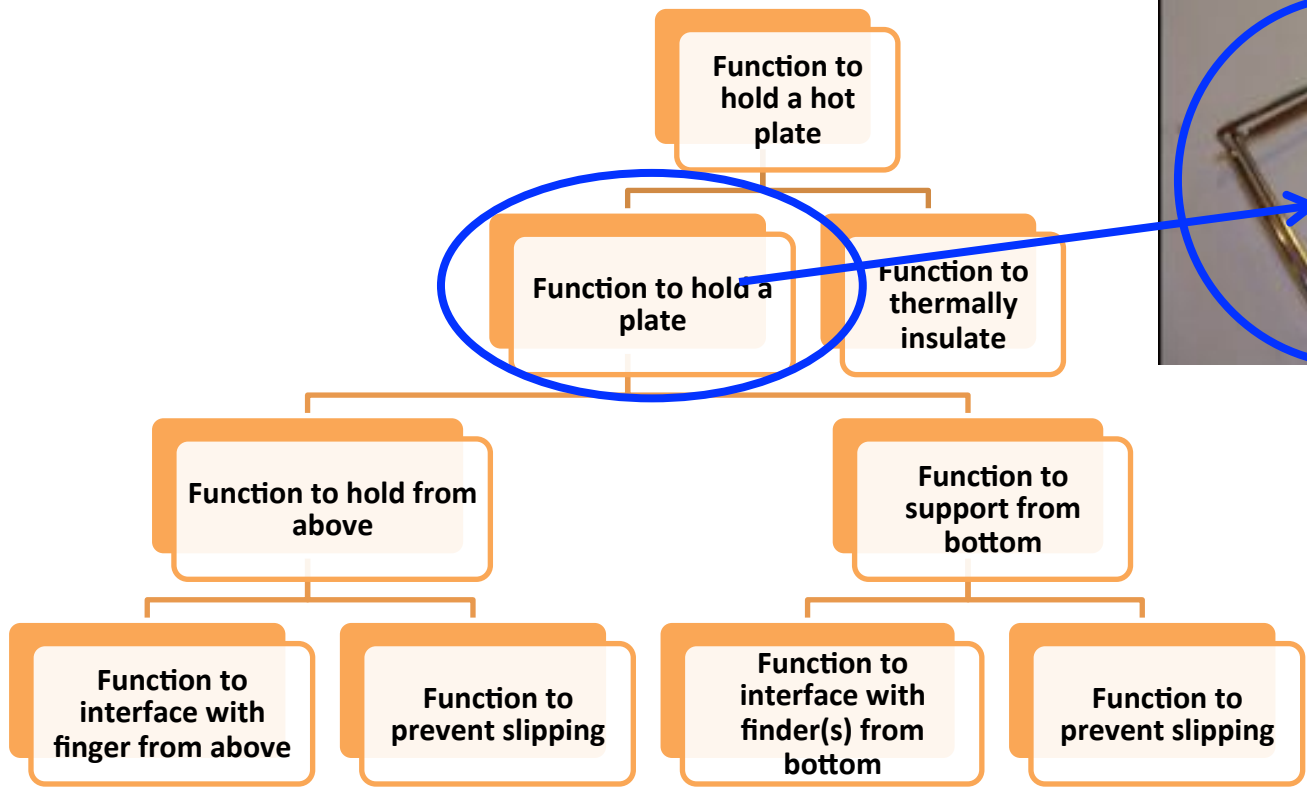


Same **functional element** but
different **functional element**



Fun
inter
finger

Same **functional element** but different **physical element**



Same **functional element** but
different



Fu
inte
finger

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