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5 Thinking Disciplines

Critical Thinking Systems Thinking Dynamic Thinking Design Thinking Thinking Circular



# Dynamic Thinking

- Game Theory
- Cooperative / competitive games
- Prisoner or Social Dilemma

Adaptivity

**Evolution** 

Serious Gaming

Resilience/ Robustness

- Symbiosis
- Agency
- Homeostasis
- Regulation
- Cybernetics
  - Change
  - Selection, Replication, Differentiation
  - Integration
  - Dialectic Development
  - Requisite Variety

#### <u>Paradigm</u>

Systems Paradigm
Objective/Subjective
The Whole/The Simple
Complicated/Complex
Systematic/Systemic

#### **Emergence**

Autopoiesis
Patterns
Information
Unpredictable
Irreducibility
Integrative Levels
Systems Hierarchy
Micro-Macro Dynamic

#### Holism & Reductionsm

Downward/Upward
causation
Linear/nonlinear
causality
Synthesis
Analysis

### **Systems Thinking**

Communication
Innovation
Eco-System
Ego-System Reflection
Systems Theory

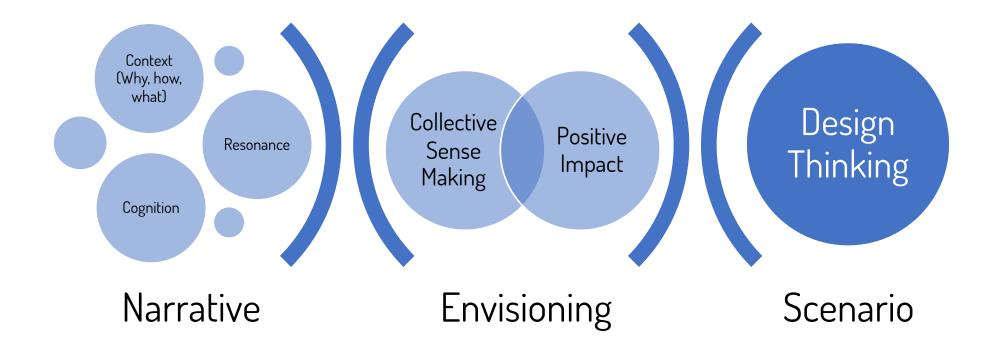
#### **Relations**

Synergies
Interdepencencies
Integration
Feedback Loops

Systems Thinking

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# Design Thinking



#### **Learnings**

Cause and effect: Rebound effects Anthropocene Planetary boundaries

#### <u>Assumptions</u>

Vuca-World
Sustainable Development
Goals
Behavioural Economics
Self efficacy
Symbiogenetic

Focus on

Livelihoods

#### **Transformation**

Processes are designed with tools of all thinking disciplines,
Effectiveness,
Value-Shift,
Allocation for good,
Digital tools for good,

## Thinking Circular

#### Circular Economy

RESOLVE-Principle Cradle-to-Cradle Homo Circularis