

design of processes

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01 networks and hierarchies

decision-making in design

02 design and evolution

evolution of designs

03 genotypes and phenotypes

from blueprints to buildings

04 design of processes

not design of forms

01 networks and hierarchies

- ▶ networks and hierarchies as two basic types of structures
- ▶ underlying are two basic types of decision-making: decentralized and centralized
 - ▶ how decisions are made in design of complex systems?

02 design and evolution

- ▶ evolution of organisms as an example of design based on decentralized decision-making
 - ▶ evolution of designs

03 genotypes and phenotypes

- ▶ design can be compared to genotype of an organism
- ▶ one important difference: genotype controls the process, design the end state

04 design of processes

- ▶ the focus on final state or form is too rigid in complex systems
 - ▶ adaptability is needed since contexts change
 - ▶ processes can be components