

The diagram shows a circular flow of four green boxes: 'Sustained engagement' at the top, 'Sense of purpose' on the right, 'Search for new opportunities' at the bottom, and 'Sharing skills' on the left. Arrows connect them in a clockwise cycle. A central 'R' is between 'Sustained engagement' and 'Sense of purpose', and a central 'B' is between 'Sense of purpose' and 'Search for new opportunities'. The entire diagram is labeled 'Virtuous Loop' on the left.

Week 6: Building Complexity

Systems Thinking Basics- Dr. Chris Skelly



The logo features a stylized blue eye icon above the text 'VISUALINSIGHTS'.

Learning objectives

- 1) An approach to problem solving
- 2) Intersection with evaluation
- 3) Causal Loop Diagrams (CLDs)
- 4) Integrating Systems Thinking
- 5) Understanding the 'why' of systems thinking

What is it?

- 1) Problem solving approach
- 2) Complement to analytical
- 3) A 'system'



Analytical Thinking

1. Take the problem apart
2. Identify properties and behaviours of its parts
3. Aggregate the understanding of the parts into an understanding of the whole

"...provides knowledge, not understanding, not why they work the way they do. Explanations always lie outside of the system. Why questions about systems cannot be answered."

Russell Ackoff

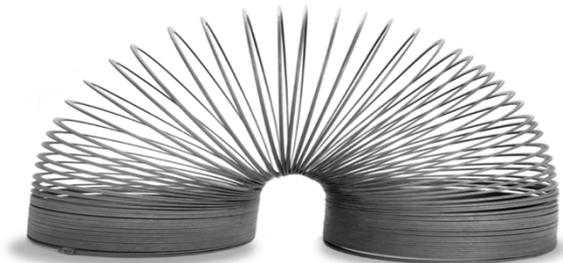
Systems Thinking

1. Take the thing you want to understand and ask – “What is it part of?”
2. Explain the behaviour of the containing whole (system)
3. Disaggregate the understanding of the containing whole by identifying the role of functions within



Definition - A system

A set of elements... that is coherently organized and interconnected in a pattern or structure that produces a characteristic set of behaviours, often classified as its “function” or “purpose”.



Donella Meadows



Definition continued - A system

1. More than the sum of its parts
2. Many interconnections are 'information flows'
3. System function – least obvious part of the system and most crucial determinant of behaviour
4. Structure – source of system behaviour

Donella Meadows



Systems Thinking Connection with Evaluation

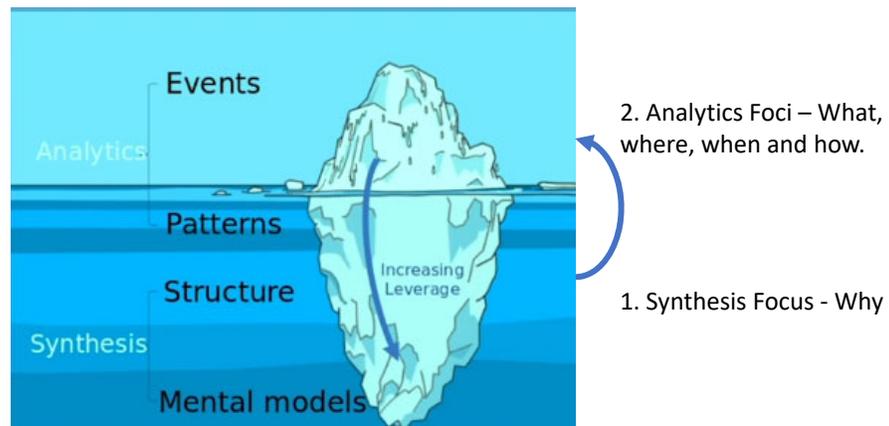


What does Systems Thinking have to do with Evaluation?

1. 'Problem solving' in complex settings
2. Developing shared-understanding
3. Capture complexity with your theory-of-change



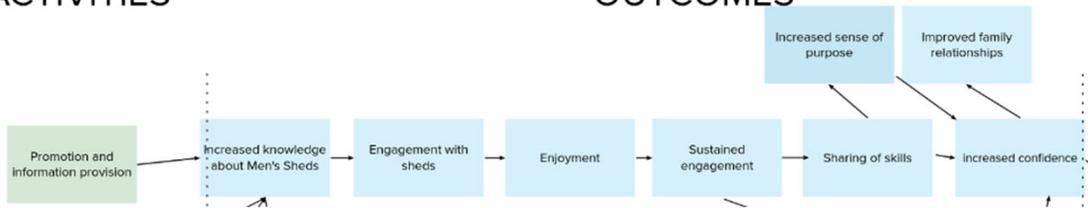
Iceberg model



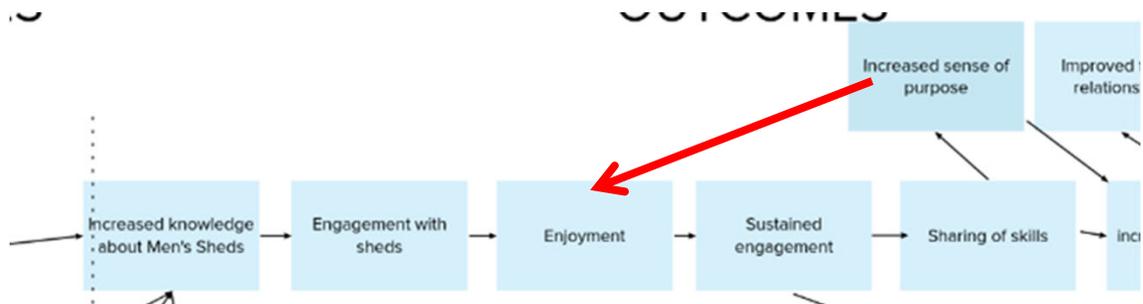
Example – Every Bloke needs a Shed

ACTIVITIES

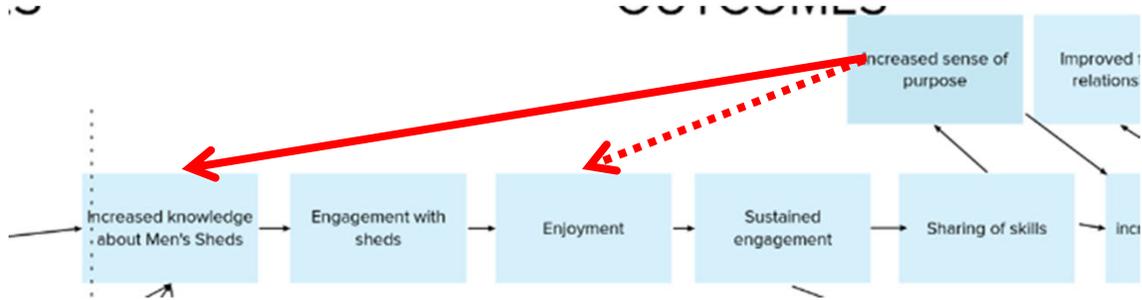
OUTCOMES



Every Bloke needs a Shed- Feedback loop



Every Bloke needs a Shed- Feedback loop



Systems Thinking for TOC Causal loop diagrams

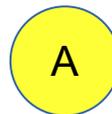
Causal loop diagrams

1. Elements and relationships (+/-)
2. Loops and boundaries
3. Reading a CLD story



Elements and naming conventions

- Staff stress
- Number of absences
- Quality of service

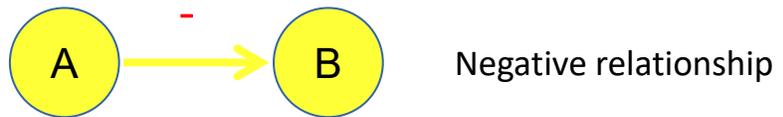
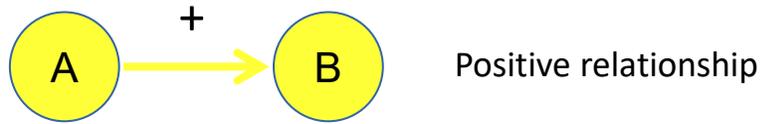


All of these can increase or decrease.

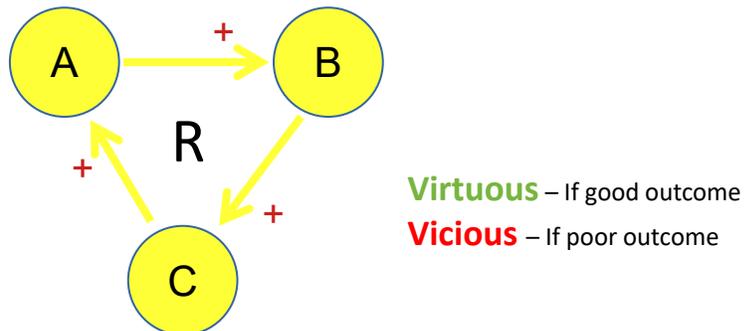
Warning: Don't include the words – Increasing or decreasing.



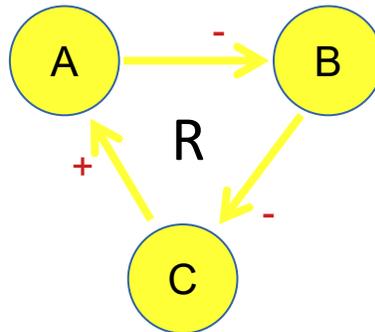
Type of Relationship



Reinforcing loop



Reinforcing loop 2



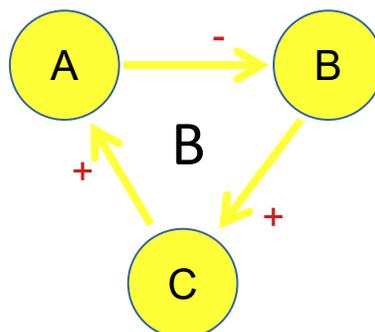
Virtuous – If good outcome

Vicious – If poor outcome

Note- You can have negative relationships but the number of them must be **even**.



Balancing loop

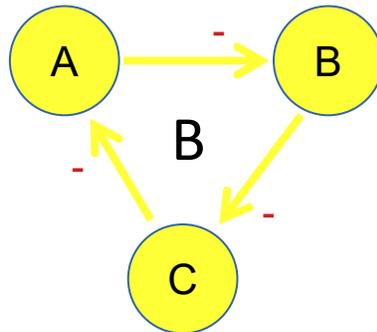


Requires
energy
input

Note- You can have negative relationships but the number of them must be **odd**.



Balancing loop 2

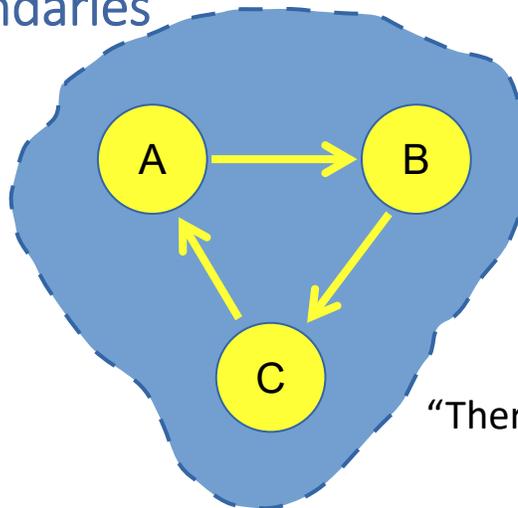


Requires
energy
input

Note- You can have negative relationships but the number of them must be **odd**.



System boundaries



What's in?;
What's out?

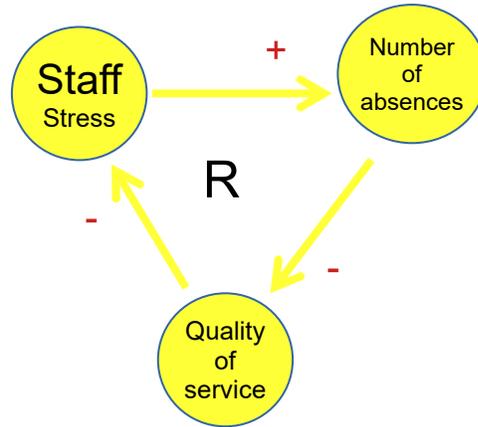
“There is only one system”
Donella Meadows

Note- Can only look at the bit that is most important to you.



System storytelling

Vicious Loop



Systems Thinking and TOC

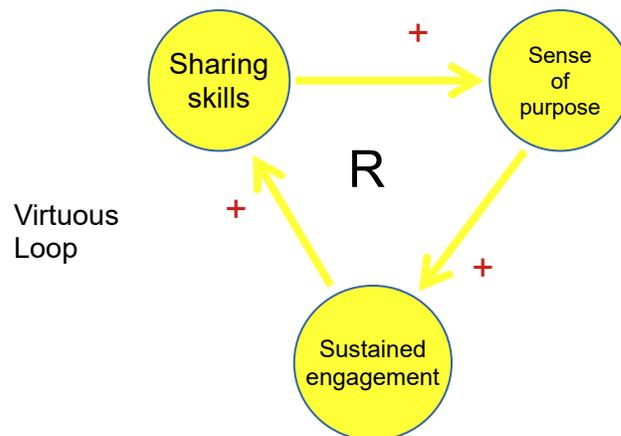
The why and Men's Shed example

Why incorporate systems thinking in Evaluation and TOC?

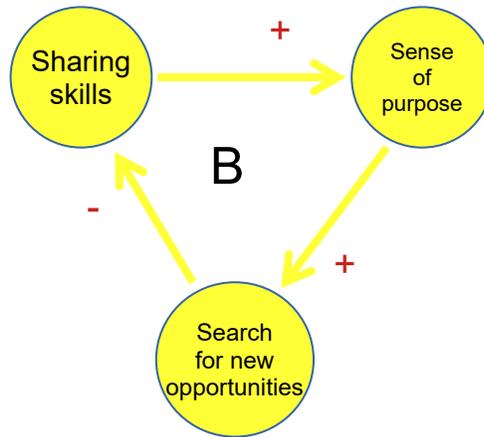
1. Visual. Rapid. Accessible shared-understanding.
2. It brings Theory of Change models 'back to reality'
3. Problem solving in complexity requires nuance.



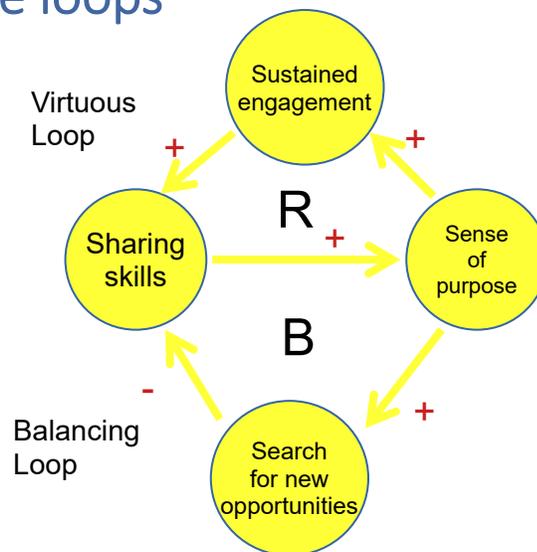
Every Bloke Needs a Shed Example 1



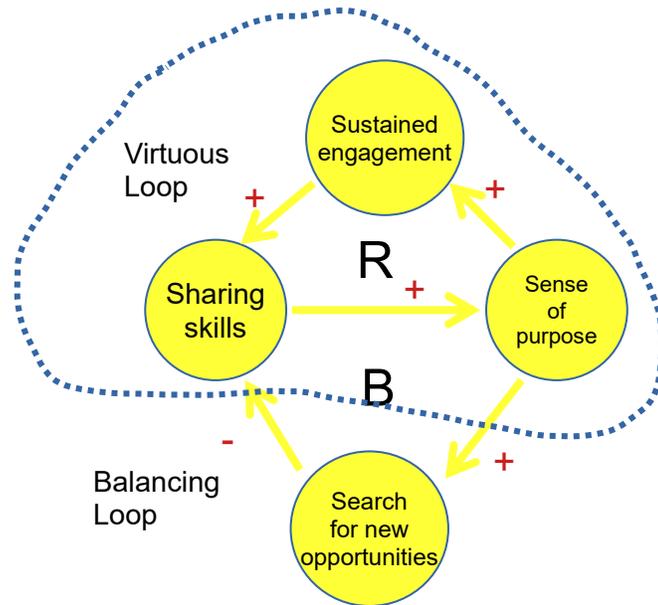
Every Bloke Needs a Shed Example 2



Combining the loops



Boundaries – What is in? what is out?



The activity

1. Use Mural to draw the “staff stress” causal loop example presented by Dr. Skelly.
2. Create a causal loop from your model in Mural
 - A. Choose a group of 3 outcomes (hint: you may need to create a new outcome) that is suitable for a causal loop.
 - B. Copy this group of outcomes to the area provided.
 - C. Check the outcome boxes in the group are all neutral (i.e. no “increasing” or “decreasing”, e.g “increased health” changes to “health”).
 - D. Create the directional pathways between the outcomes
 - E. Mark each as either “+” or “-” relationships
 - F. Identify what type of loop it is (i.e. reinforcing (virtuous or vicious) or balancing)
 - G. Add “R” for reinforcing or “B” for balancing in the centre of the causal loop.

Extension activity

1. Add the causal loop you created in the area provided to your TOC model (either your Mural Model or Draw.io model).
2. Create an additional causal loop and add this to your model.