



Dubberly Design Office

48-486/48-686: Systems, Cybernetics, Conversation

Units: 9

Instructor: Paul Pangaro

Across many design disciplines—architecture and computational design, media and interaction design, design of services and organizations—methods for grappling with complex adaptive systems is now table stakes. Furthermore, design today demands profound, authentic attention to equity, human and non-human living systems, climate and environment, sustainability and ethics. Overall, designers must have skills to collaborate in cross-disciplinary teams. An encompassing framework for these disparate disciplines and domains of 21st-century design is the transdisciplinarity (or “antidisciplinarity”) of Cybernetics.

Cybernetics can be understood as the study of “systems with purpose”, whether machines or living things, including their unpredictable interactions. Central to Cybernetics is conversation as a mechanism of design, inclusivity, participation, innovation, and the impetus to action. The course offers systems frameworks and models of conversation that are also relevant to Designing for the Internet of Things (48-675), Inquiry into Computation Design (48-727), and Design Studies: Systems (51-277).

Class time balances readings, discussion panels, and guest conversations with executing assignments that involve systems modeling; creating conditions for designing that are participatory and inclusive; and prototyping in a range of media (installations, screen-based interactivity, physical prototypes, workshops, etc.) that offer responses to global wicked challenges.