Making Meaning

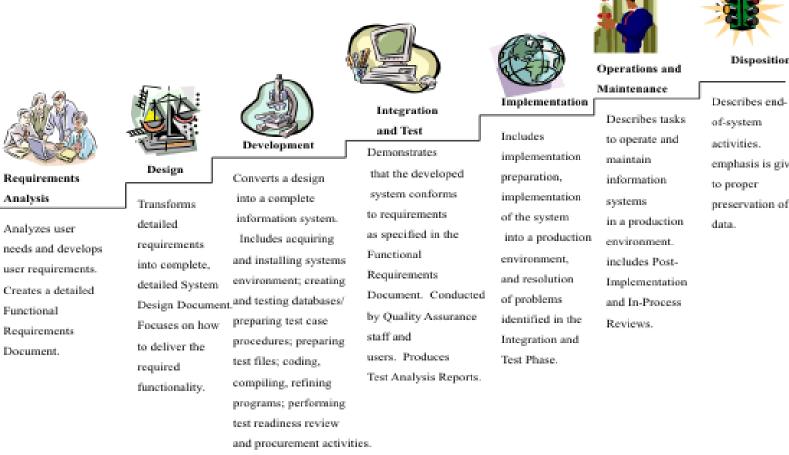
Honr269i

To the Moon and Back: The Apollo Program

A Full-Class Discussion Group

- Apollo: Reflections and Lessons video
 - A unique forum that brought together politicians and managers from Apollo
- Siddiqi article ("Competing Technologies, Nationalist Narratives, and Universal Claims: Toward a Global History of Space Exploration")
- de Monchaux Chapter 19 ("Cities and Cyborgs")
 - The failure of Apollo's systems analysis approach to improve life in cities
- Rittel article ("Dilemmas in a General Theory of Planning")
 - Why some "wicked problems" are not amenable to the Apollo approach

Systems Development Life Cycle (SDLC) Life-Cycle Phases



Initiation

scope or boundary of Begins when a sponsor identifies the concept. Includes Systems a need or an Boundary. opportunity. Document, Concept Proposal Cost Benefit is created.

System Concept

Planning.

Development

Defines the

Analysis, Risk

Plan and

Management Plan. and other planning

> documents. Provides.

solution.

Management

needed to

Feasibility Study. achieve a



Develops a

Project.

Analyzes user

Creates a detailed. Functional **Requirements**

Document.



resources

acquiring the







the basis for





emphasis is given. preservation of



Open Systems: Wicked Problems

- Wicked problems are interconnected; each is a symptom of others
- Truly understanding the problem implies knowing every possible solution
- Wicked problems do not have an enumerable set of potential solutions
- Explanations constrain your thinking, and all explanations are incomplete
- There is no way to no which solutions you have not yet thought of
- Solutions to wicked problems can be better or worse, but not right or wrong
- Choices have consequences, and those consequences have consequences, ...
- Some of those consequences are irreversible, so every try is playing for keeps
- Wicked problems may seem similar, but their differences may be crucial
- Decisions need to be made by those who have the right to be wrong

Term Papers

- US Permanent Space Presence
- How America Helped Win World War II
- Commercializing Aviation
- The Societal Revolution Around the Automobile
- US Department of Education's Office of Innovation and Improvement
- World War I: The Decision of War and the Defeat of Germany
- Faster, Better, Cheaper
- Colonization of Mars
- The Manhattan Project
- Post-9/11 NSA Surveillance
- Equal Rights Amendment