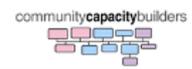


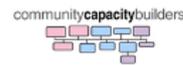
Complicated Problems



In this lecture we are going to define complicated problems and look at how best to address them.

Complicated Problems

- Have clear cause and effect relationships, but many more parts than simple problems
- Because of their many parts
 - they can have a number of right answers and therefore can be addressed through 'good practice' rather than best practice
 - not everyone can see the right answers and therefore require experts to find solutions by investigating different options
- The parts don't change the nature of each other, they do not adapt



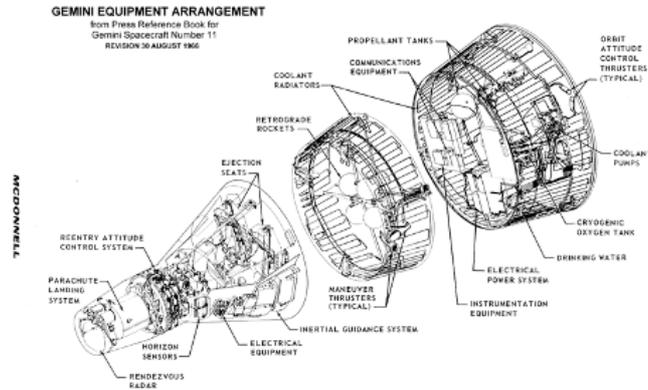
Like simple problems, complicated problems also have clear cause and effect relationships, but they have many more parts than simple problems do

Because of their many parts, complicated problems

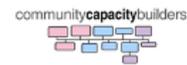
- have a number of right answers as the parts can be arranged differently to get the same effect, and because the parts can be arranged differently, complicated problems can be addressed through 'good practice' rather than best practice – as there is more than one right answer
- They also often require experts to find solutions by investigating different ways to arrange the many parts - not everyone can see how to do that

While complicated problems have many parts, it is important to note that their parts don't change the nature of each other, the parts don't adapt to each other. The whole problem is just the collection of parts.

Addressing Complicated Problems



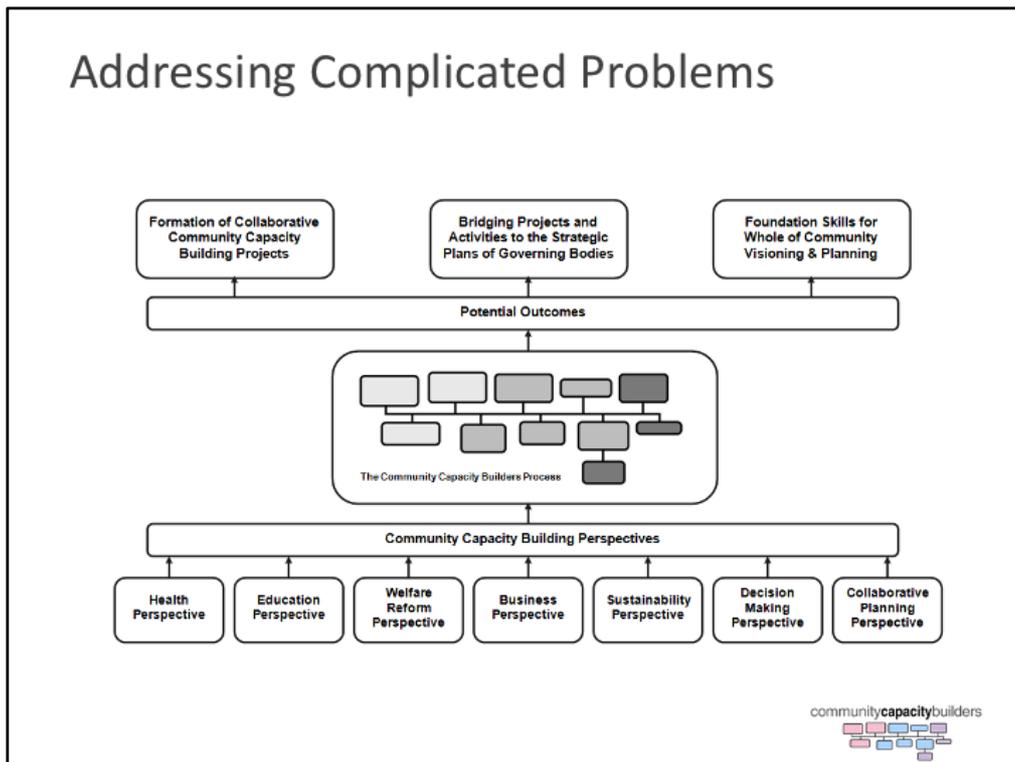
- Follow the blueprint
- Initiatives which address complicated problems are capable of replication in other contexts: by following the blueprint



An example of addressing a complicated problem, like how to fly to the moon, would be to build a rocket. A blueprint would be developed for a specific model of a rocket. There would be many other rocket designs that could address the problem. There isn't the one best practice rocket design, there is good practice rocket designs.

It is easy to replicate the rocket design - you just follow the blueprint.

The relationships between inputs and outputs is also linear – if you have so many rocket parts you could build one rocket. If you have double the amount of parts you could build 2 rockets.



Here's another example of a complicated problem. – how do you train community leaders. This diagram represents the structure of a community leadership program. The program combines over 600 concepts, tools and techniques from 7 different perspectives on how to build community capacity and these are embedded into a process that participants take any community issue or opportunity of their choice through.

This program has lots of parts, lots of concepts tools and techniques that have been arranged in a unique way.

This is not the only way to train community leaders though. This is just one way. The program has been recognised as good practice, it is good practice not best practice, as there would be other good ways of training community leaders.