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Sensemaking using EDGY and
Estuarine Mapping

Designing in the Thick Present

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Agenda

- ❖Welcome and overview

- ❖Understanding Estuarine Mapping

- ❖How to make a map

- ❖EDGY and Estuarine

- ❖Making an Estuarine Map with EDGY Artifacts

Estuarine Mapping Overview

An estuary represents complex, multiple flows of possibility. Elements can be stable (granite cliff) or dynamic (sandbanks), influenced by "tides" of change.
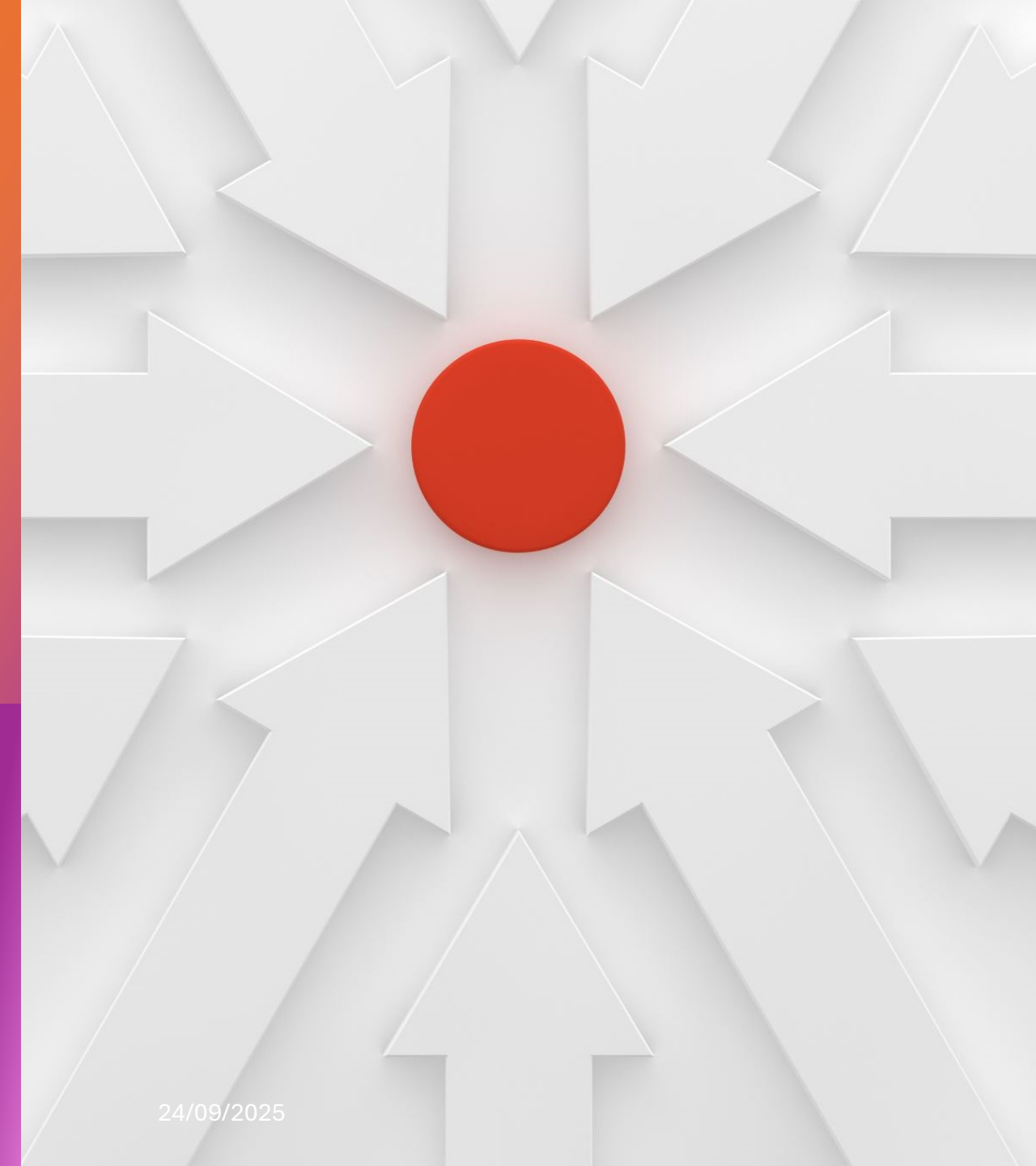
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How you focus

The Thick Present

Our present moment is not fleeting but full of dispositions that connect to the future and have been shaped by the past

An unknowable future

Most views of change focus on a distant imagined goal and try to engineer a path towards it, ignoring the complexity of the ecosystem.
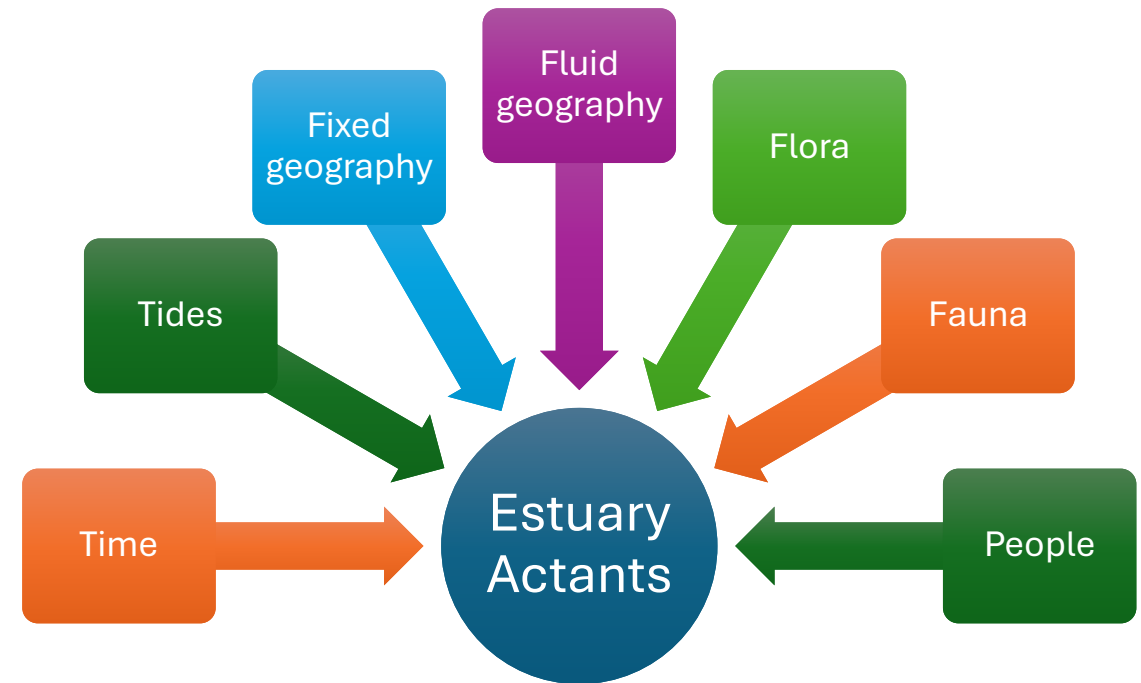
Understand where you are and the sense of direction rather than with abstract goals

Identify the actants influencing the ecosystem

Okay, so what *is* an actant?

Anyone or anything who is acting in the system

Encompassing influences beyond human agency or intention

There are three broad kinds of actants:

- Constraints

- Constructors

- Actors

Constraints shape and influence the system

CONNECT or CONTAIN

Constructors produce consistent, replicable, reliable transformation

Transform through:

Passage

Contagion

Presence

Actors

Anyone or anything acting with intelligence and intention:

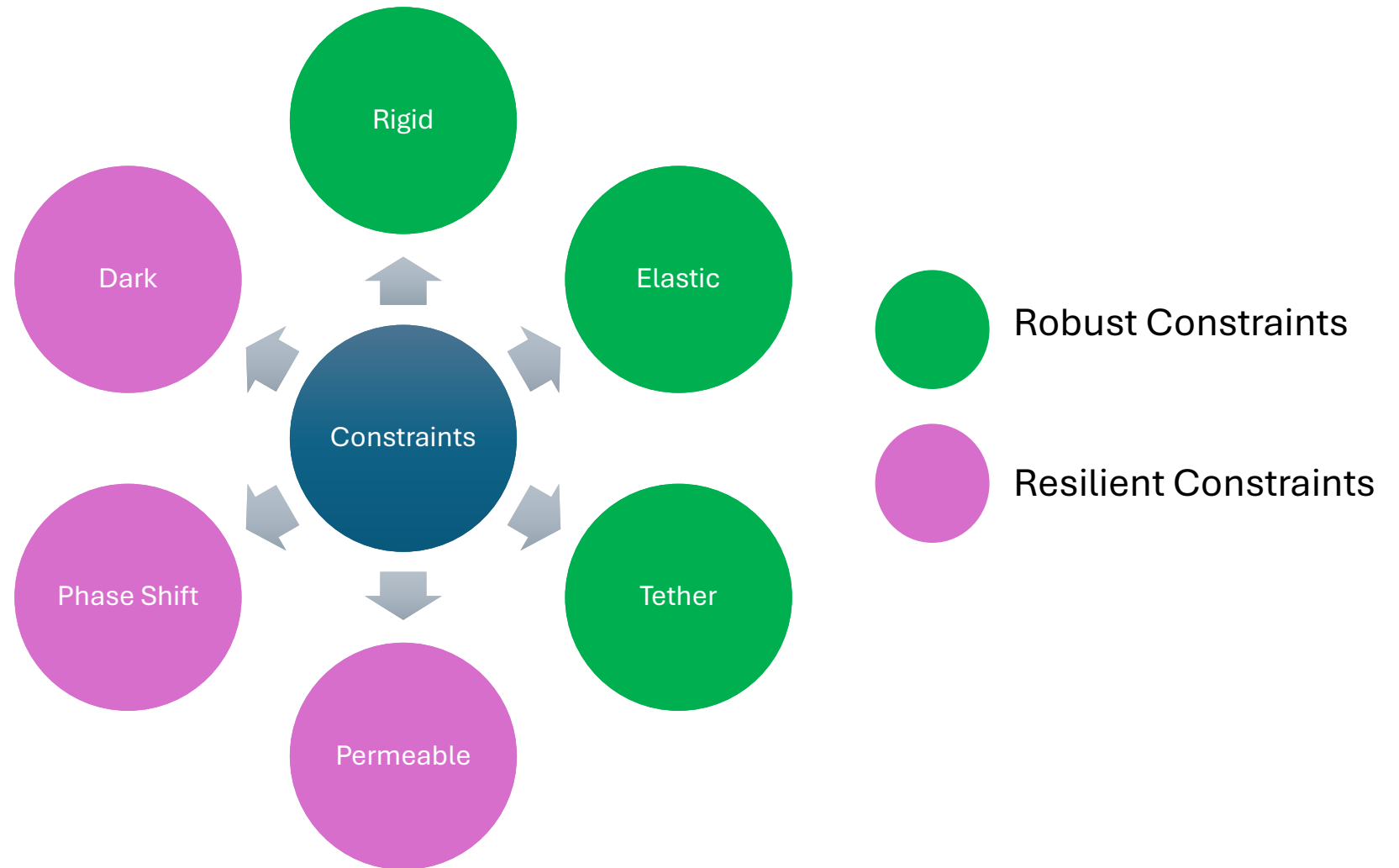Aspects of individuals (i.e. roles, identities)

Individuals

Collectives (such as a team or organisation)

Typology of constraints

Not necessarily barriers or blockers. They should not be confused as such.

Constraints affect patterns and possibilities in the system.

Robust Constraints

Resilient Constraints

Typology of constructors

Catalyst
- Triggers or speeds a change without itself changing

Process
- Defined pathway that can be measured for compliance and enforced

Ritual
- Process whereby some behaviour is progressively modified or specialised

Habit
- A pattern of behaviour that influences action and / or thought

Customs &Practice
- The way we have always done things around here

Machine
- Something designed for a purpose

Artefact
- A thing designed for a purpose

Rules
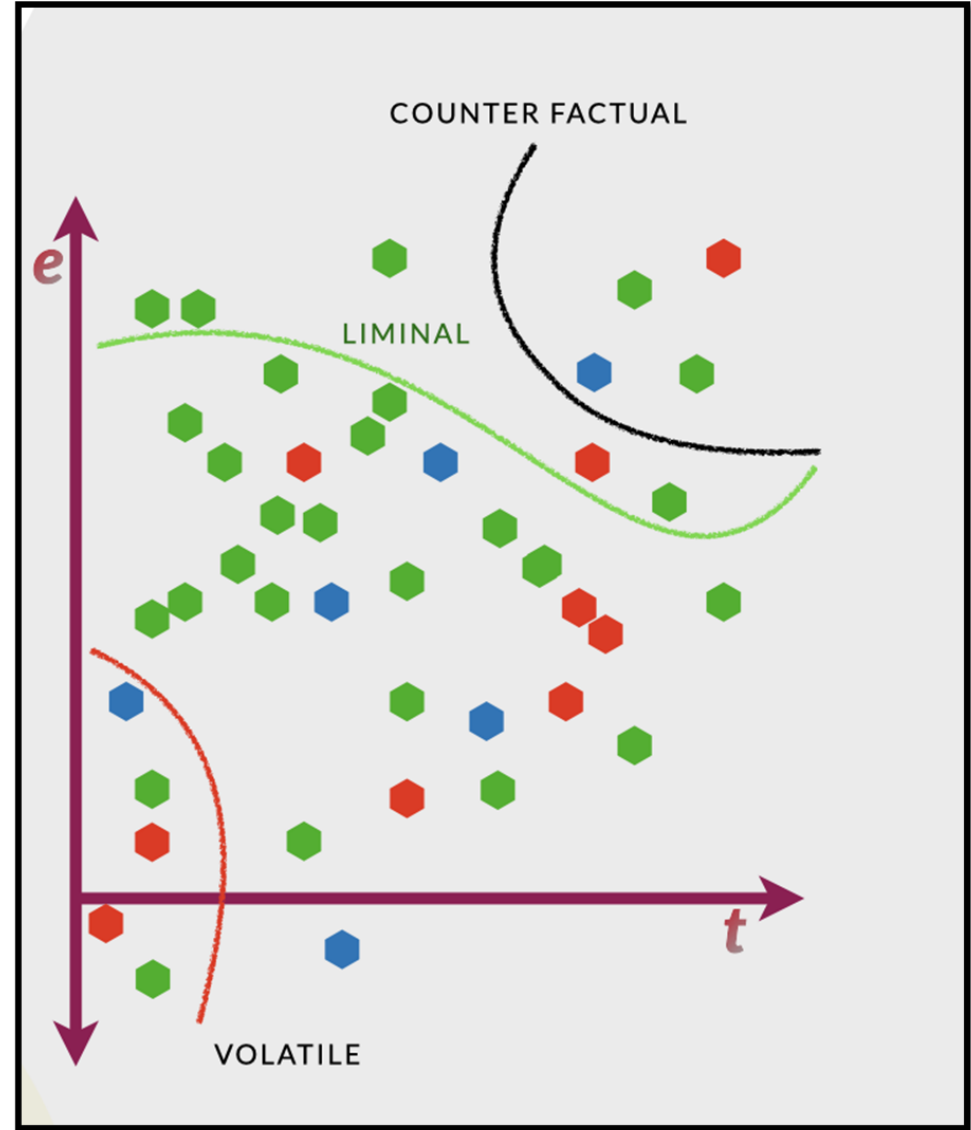- A form of ritualised habit that is a liberating force

Collage
- The elements of a collage have meaning in their own right but collectively make new meaning

Mosaic
- Components have no meaning, but when assembled by a skilled artisan they create a work of art.

Map the Actants

The vectors

- Plot actants by the time and energy cost to change them.

- Energy can equal effort, resources, number of people.

- Actants can be clustered, i.e. like with like.

- Aim for granular actants.

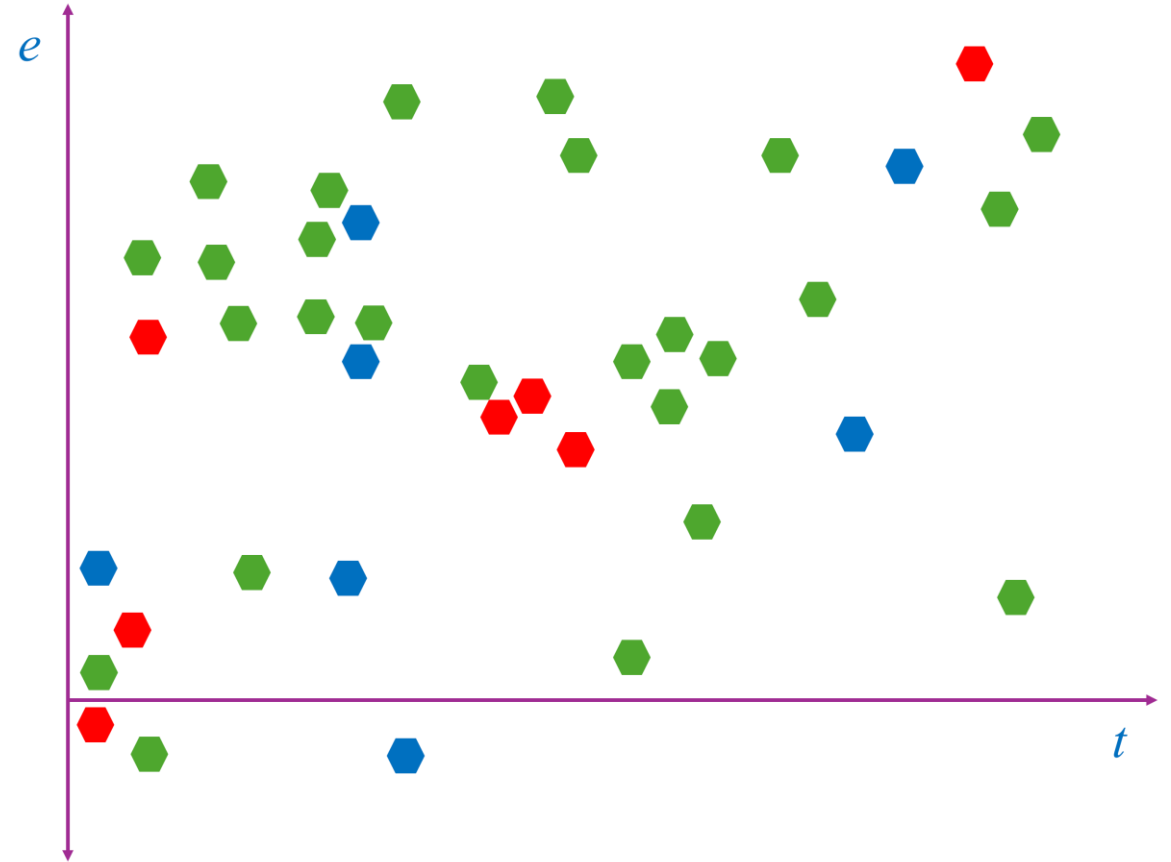- If there is disagreement decompose the actant; make it more granular.
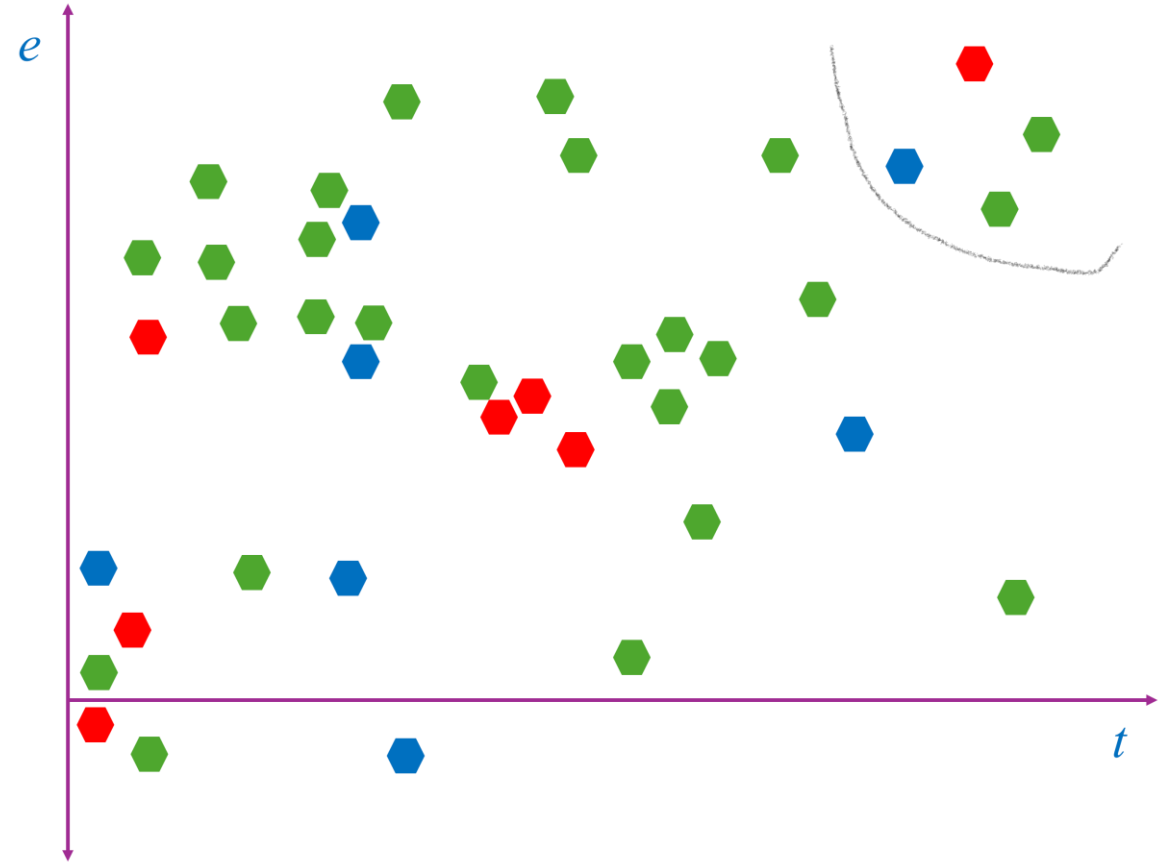
The base map

- Map what *is*.

- Not what we want *to be*.

- Map for time and energy to change regardless of whether we want to change it.
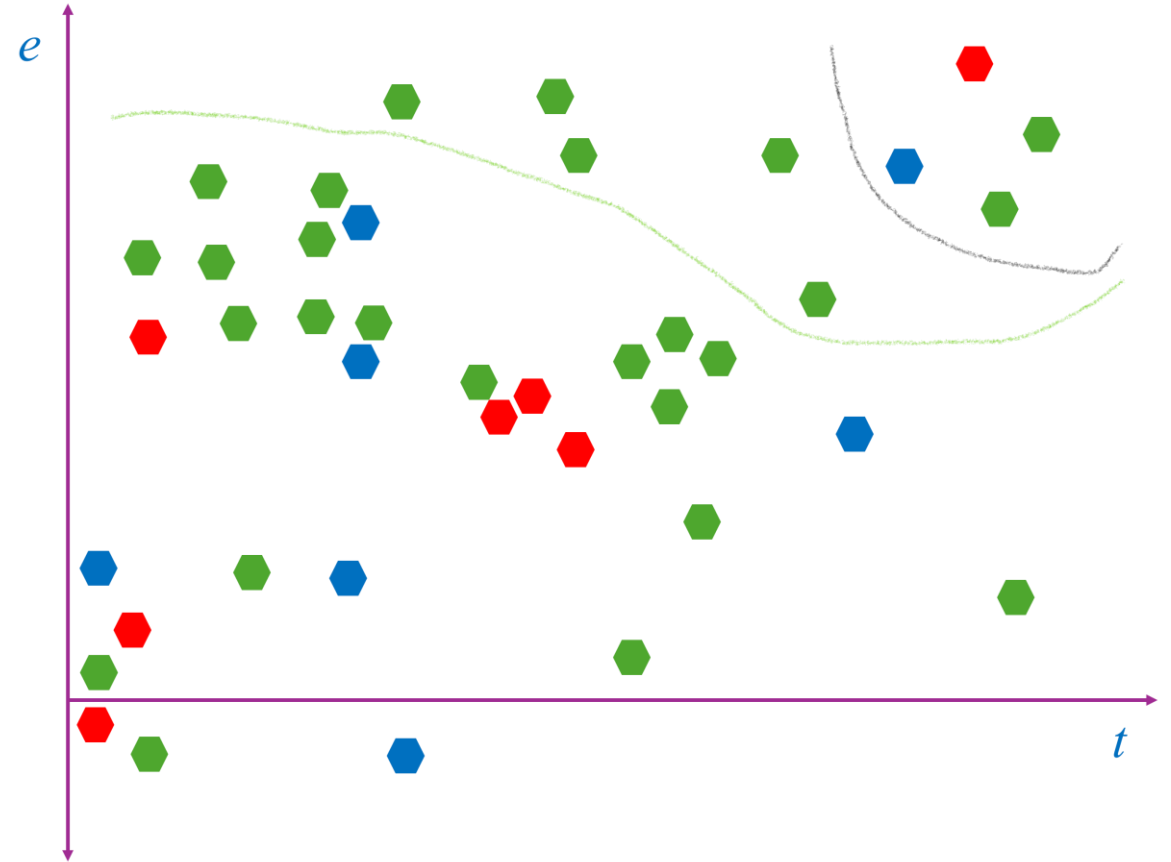
The counterfactual border

- Everything above this line is currently considered, for practical purposes unchangeable.

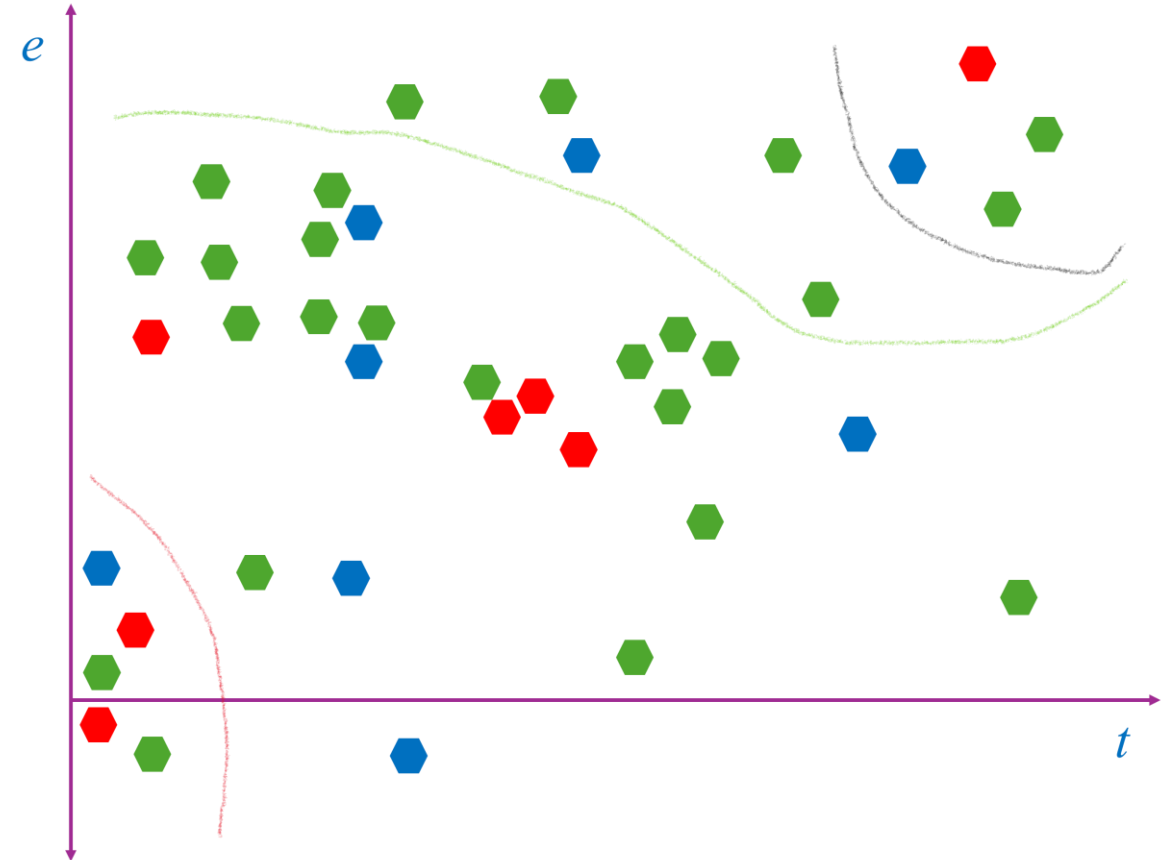- We will have to work with it as it stands.

The liminal line

- Actants above the liminal line *can* be changed but not by *us*.

- This can be important for communication or identifying where additional resources are needed.

The volatile border

- Actants below the volatile border can change quickly and unexpectedly.

- These are *not* low hanging fruit.

- These should be monitored for the impact if they change suddenly.

- Particularly impactful ones might be targets for increasing the cost or energy for them to change.

Acting on actants

Vector actions

Compass rose

Destroy

Stabilise

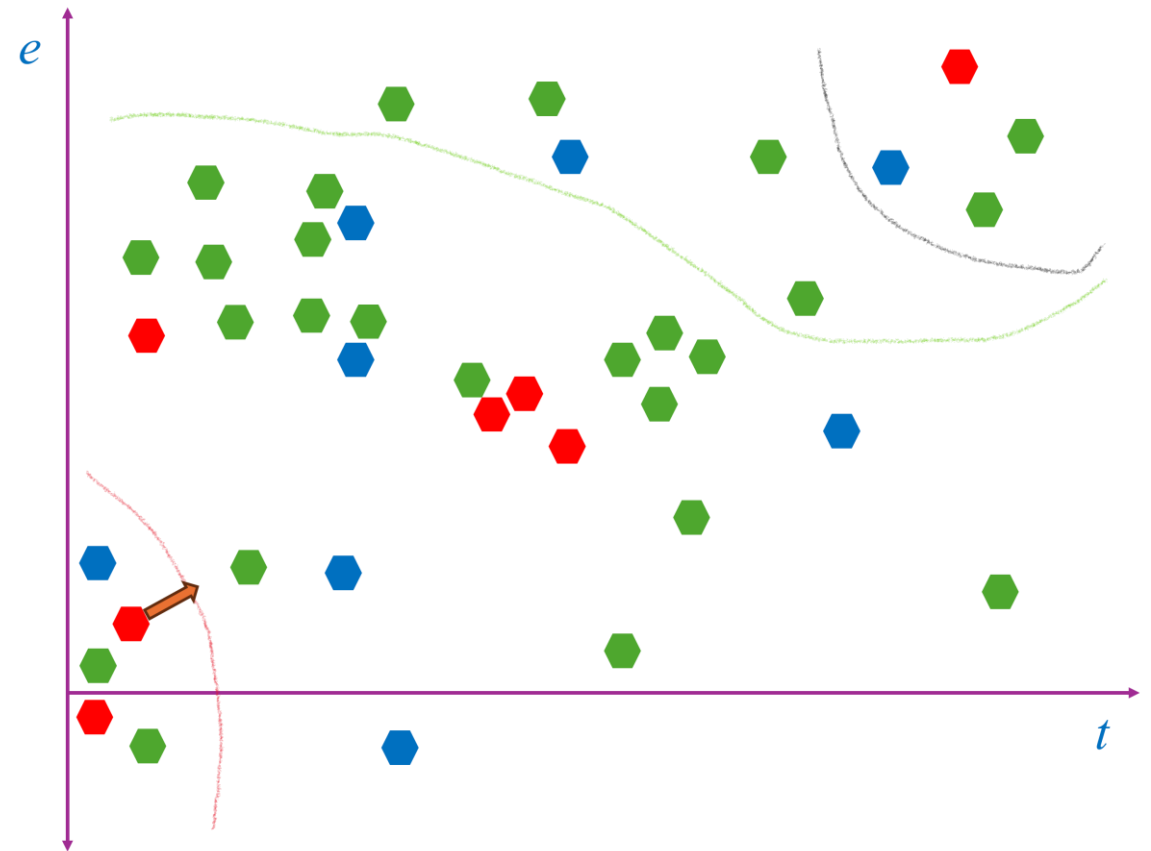## Signal actions

Conditional

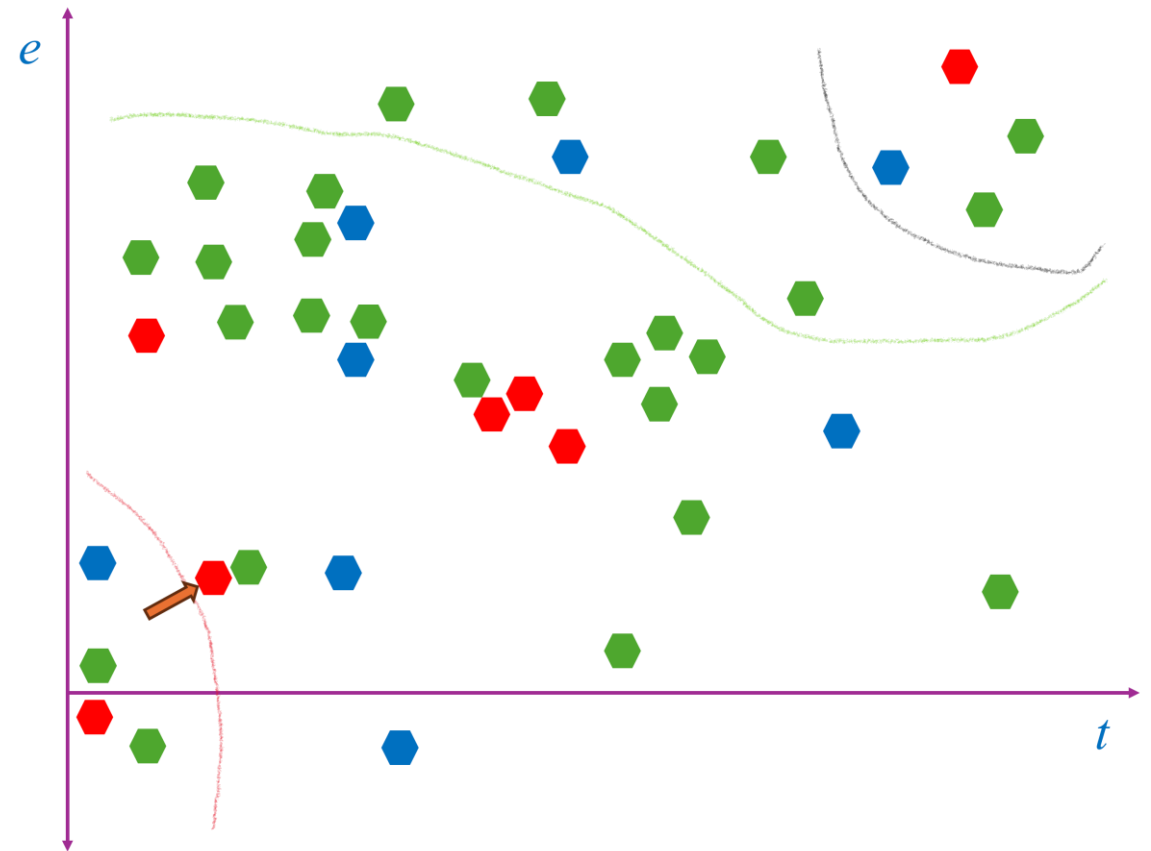Monitor

Trigger

Communication actions

Research

Request

Interaction

Compass Rose before

Compass Rose after

Workshop Exercise

In small groups

Workshop

"I want to explore the use of AI in my organisation. I have decided that the best place to do this is in the customer contact centre. I understand that this area is changing rapidly, technology, social license, regulation so I want you to give me an approach to understanding where we are and what we can change to move to where we want to go.

This is the first part of the enterprise travelling towards being fully AI enabled. We had you in doing Enterprise Design for us. I presume you can use your Enterprise Scan for the customer contact centre."

Antoine Estuaire, CEO of Health Infrastructure Agency

In groups

1

Brainstorm actants based on the material provided and your knowledge, experience, and imagination.

2

Plot the actants on the grid.

3

Plot the counterfactual, liminal, and volatile borders.

4

Brainstorm micro-projects you can run on the actants to explore forward.

5

Consider how the results of the micro-projects might update your EDGY artefacts.

Contact details

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