

WICKED PROBLEMS AND DESIGN THINKING

Wicked Problems Definition: Wikipedia

A wicked problem is a problem that is difficult or impossible to solve because of incomplete, contradictory and changing requirements that are often difficult to recognize. It refers to an idea or problem that cannot be fixed, where there is no single solution to the problem; and “wicked” denotes resistance to resolution, rather than evil.

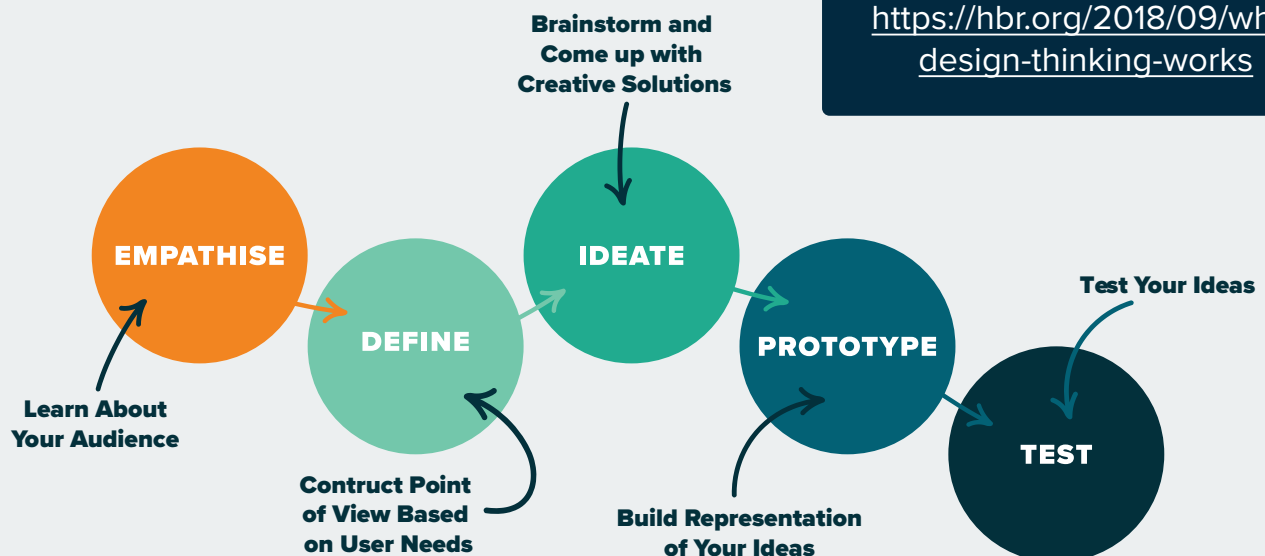
A wicked problem is a problem whose social complexity means that it has no determinable stopping point” Moreover, because of complex interdependencies, the effort to solve one aspect of a wicked problem may reveal or create other problems.

Conklin later generalized the concept of problem wickedness to areas other than planning and policy; Conklin’s defining characteristics are:

The problem is not understood until after the formulation of a solution.
Wicked problems have no stopping rule.

1. Solutions to wicked problems are not right or wrong.
2. Every wicked problem is essentially novel and unique.
3. Every solution to a wicked problem is a ‘one shot operation.’
4. Wicked problems have no given alternative solutions.

What is Design Thinking?



Why Design Thinking Works

<https://hbr.org/2018/09/why-design-thinking-works>