

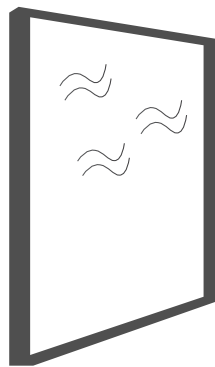
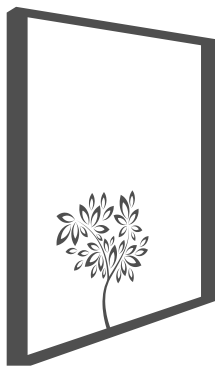
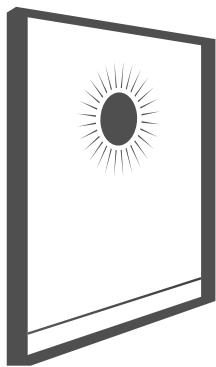


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MULTIPLANE MODEL OF EMPATHY-BASED PROBLEM SOLVING

The Art of Everything

Dr. Gary Waddell



MULTIPLANE MODEL OF EMPATHY-BASED PROBLEM SOLVING

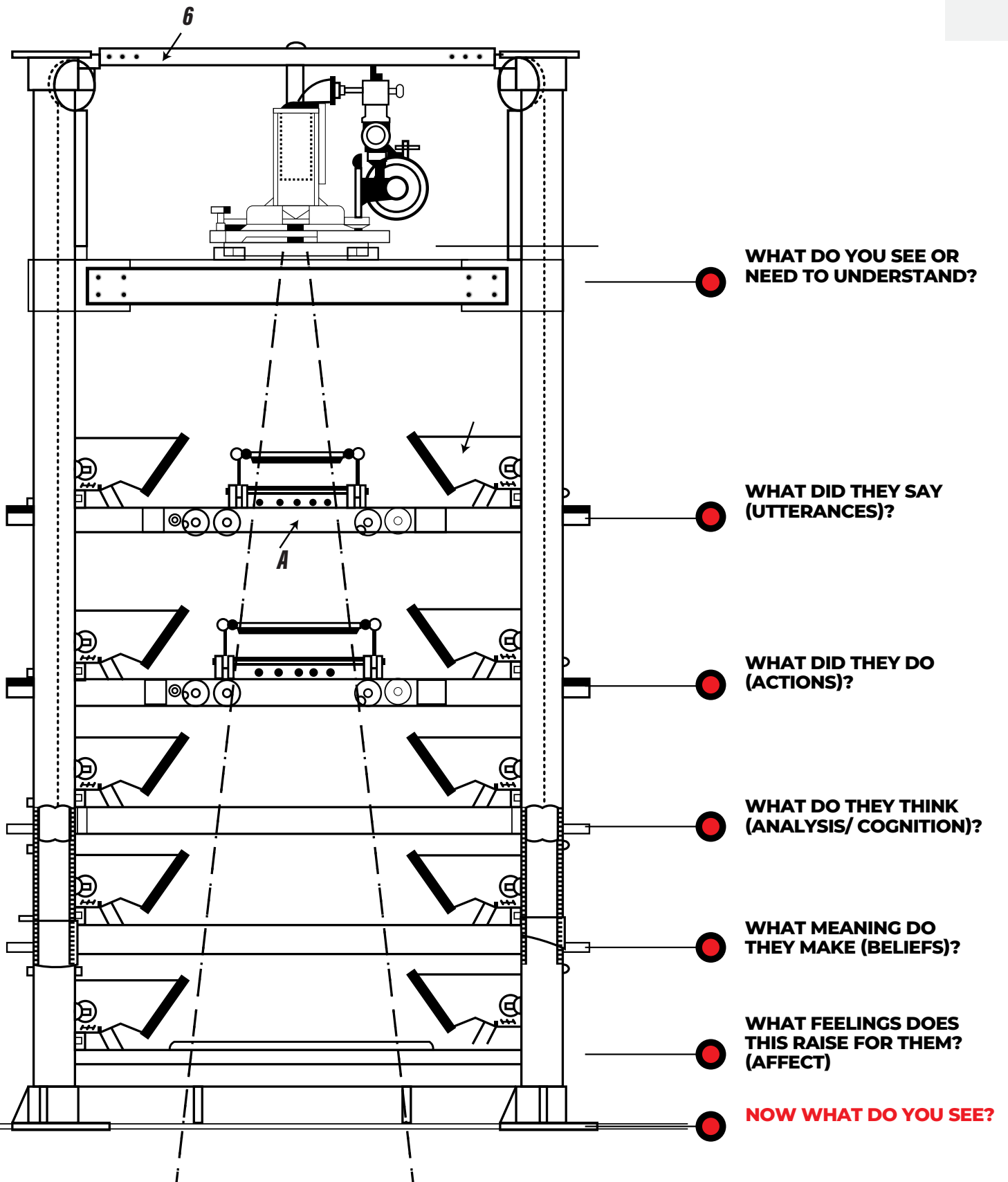
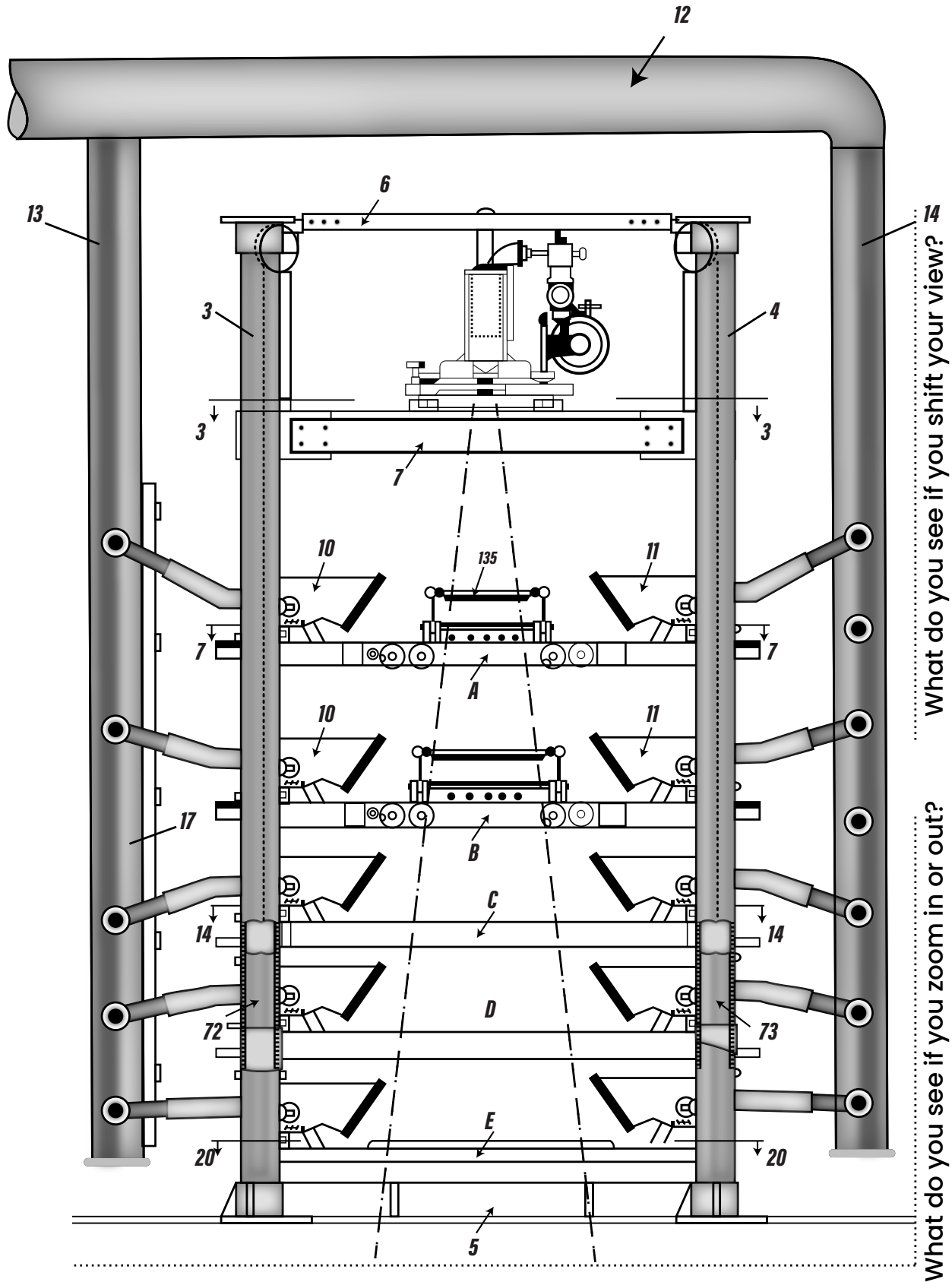


Image Adapted from patent drawings for "Control Device for Animation" by W.E. Garity, April 23, 1940.

MULTIPLANE MODEL OF EMPATHY-BASED PROBLEM SOLVING



What do you see if you shift your view?

What do you see if you zoom in or out?

Analyze Your Observations

1 SELF-CHECK

CHECK YOURSELF FOR BLIND SPOTS (IMPLICIT BIAS, ASSUMPTIONS) THAT MIGHT ALTER YOUR VIEW.

2 BRAINSTORM

WHAT SOLUTIONS ARE POSSIBLE?

- ◆ GENERATE WITHOUT JUDGEMENT
- ◆ THINK OUTSIDE THE BOX
- ◆ DON'T WORRY ABOUT WHAT IS POSSIBLE/THINK BIG
- ◆ BUILD ON PRIOR IDEAS
- ◆ THE MORE THE BETTER

3 SYSTEMS CHECK

AS YOU SELECT A SOLUTION, ANALYZE:

- ◆ WHAT ASSETS ARE IN THE SYSTEM THAT WILL SUPPORT THE TRIAL?
- ◆ WHAT MIGHT GET IN THE WAY?
- ◆ HOW MIGHT THE SYSTEM SHIFT/GROW AS A RESULT?
- ◆ WHAT RELATIONSHIPS EXIST/COULD EXIST TO SUPPORT THE TRIAL?
- ◆ WHO HOLDS THE NECESSARY INFORMATION?
- ◆ WHO ELSE NEEDS TO BE PART OF THE SOLUTION?
- ◆ HOW CAN THE SYSTEM MAKE SPACE FOR A SMALL SCALE TRIAL?

4 WHAT WILL YOU DO?

- ◆ TRY A SOLUTION ON A SMALL SCALE AND ANALYZE.
- ◆ WHAT HAPPENED?
- ◆ WHAT DID YOU SEE/OBSERVE?
- ◆ HOW DID OTHERS REACT? (REPEAT THE MULTIPLANE MODEL, AS NEEDED)
- ◆ TINKER AND REVISE.
- ◆ REPEAT THE PROCESS UNTIL READY TO SCALE UP OR ABANDON.
- ◆ EVALUATE