

10. Ambiguity

Unclearness

Sidebar: Content from BPM discussion database

- 2004/08/01 Robert Altman's style of direction – Gosford Park {David Ing}
- 2004/08/27 Oil firms reluctant investors, risk aversion and big bets over long horizons {Gary Metcalf, 2004/08/26}
- 2004/12 Psychological traffic calming (Wired) {Gary Metcalf, 2004/12/21}
 - 2004/12/26 Self-regulation, anarchy, signs {David Hawk}
 - 2005/03/31 Dept of Transportation - unworkable? {Gary Metcalf}
- (also referenced in Chapter 12, Hope) 2005/04/01 Social self-regulation, utopian impulse {Rick Salutin}
- 2005/04/02 Ambiguous, ill-defined states – not a bad thing? {Saunders (2005)}
- 2005/04/30 No Rules in the Way of Go Anderson (2004)]

Dilemmas

One or the other

Worry

Discomfort

Faith

Believing without knowing.

<< Examples to be incorporated >>

1. Contradiction, choose one and it kills off other
2. Dilemmas: Catch-22s, double-binds, no easy solutions, don't even know the questions
3. Goffman: uncertainty, vagueness (can't clarify options)
4. Ikea as assembled parts, shown in suites
5. Architecture without architects
6. Co-opetition (Intel?)
7. Visionaries who can see through the fog, e.g. fashion designers

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<< Concepts to be incorporated >>

1. Order, negotiated and legal
2. Action learning, Bateson

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Last update: **2018/08/12 01:08**

