

Paradigma Sistem

Materi 1:

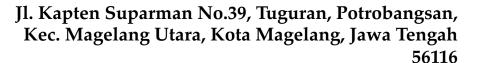
Pengantar Paradigma Sistem

Dosen pengampu:

Restu Rakhmawati, S.Kom., M.Kom.



PRODI TEKNOLOGI INFORMASI JURUSAN TEKNIK ELEKTRO, MEKATRONIKA, DAN INFORMASI FAKULTAS TEKNIK UNIVERSITAS TIDAR





PARADIGMA SISTEM

Capaian Pembelajaran Paradigma Sistem:

CPL07 Mahasiswa mampu menggunakan pemikiran logis dan kritis dalam menelaah informasi dan data dalam ruang lingkup bidang Teknologi Informasi

Sub-CPMK (070101) Mahasiswa mampu memahami paradigma dalam pengembangan sistem dan sistem computing

Pokok Bahasan

- Paradigma dalam sistem
- Pemikiran desain (design thinking)
- Pemikiran sistem (system thinking)

Paradigma Sistem

Pandangan Holistik

Memandang system secara keseluruhan, sebagai kesatuan yang utuh dan saling berinteraksi

Pandangan sirkular

Memandang hubungan dan interaksi antara unsur-unsur sistem dapat membentuk sirkuit atau lingkaran kausalitas.

Pandangan feedback dan kontrol

Memandang system sebagai serangkaian proses yang dipengaruhi oleh elemen-elemen dalam sistem



Pandangan Interkoneksi

Memandang system secara keseluruhan, sebagai kesatuan yang utuh dan saling berinteraksi

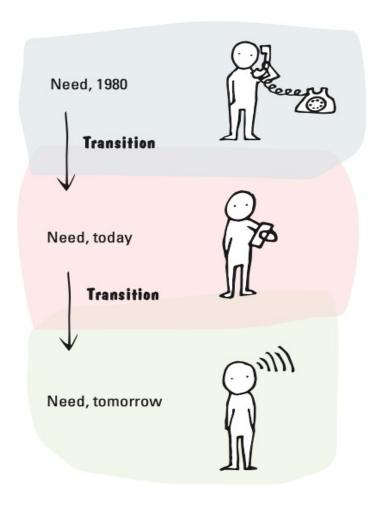
Pandangan Kompleksitas

Memahami variable dan elemen yang saling terkait dalam system menjadi system yang kompleks

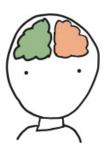
Pandangan Proses

Memandang system sebagai serangkaian proses yang dipengaruhi oleh elemen-elemen dalam sistem

Pemikiran Desain (*Design Thinking*) & Pemikiran Sistem (*System Thinking*)



INNOVATION



SYSTEMS THINKING

DESIGN THINKING

Radical Stakeholders collaboration Management Understanding the Requirements Interaction with the problem engineering user and usability Analysis of customer Interaction of needs Radically new components products, services, and Problem solution business models Integration, Ecosystem Conception verification, and design validation



Systems thinking	Complementary mindset	Design thinking
Focus on the system	Different focus	Focus on users and needs of people
Systematic analytical problem-solving cycle	Clearly defined but different (problem-solving) process	Intuitive, circular problem- solving cycle
White box view with a focus on solution space	Design and architecture of systems	Black box view with focus on problem statement
Gradual refinement of the system	Iterative procedure	Carry out a great many iterations quickly
Systems thinking	Similar mindset	Design thinking
Create clarity through the consideration of the system and changes over time	Create clarity	Create a common understanding and clarity
Establish clear structures and anticipate life cycle considerations	Process understanding important (be mindful of process)	Process understanding is important
Mapping and modeling of the system	Visualization	Visualization and prototyping are important
Use of methods from systems thinking	Use of various tools and methods	Use of methods from design thinking
Collaboration and the exchange of information with stakeholders is pivotal	Interdisciplinary collaboration on the team	Initiate radical collaboration
System understanding helps reduce uncertainty	Positive dealing with uncertainty	Perform experiments in order to learn
Conduct project management in a target-oriented way	Focus on action	Implementation-oriented and solution-oriented action

