Design science

= computer science as a model of science.

Design science =

1. make a model
2. simulate reality (predict)
3. compare with reality

How does this compare with other types of knowledge?

1. Hermeneutical approach

   We are not interested in the model
   but rather to understand how the
   simulation unfolds.
Systems bring us to where we are.

Question: How do we use the system in our society?

Problem: We need to improve the way we are using the system.

Question: How is the model used?

1. Full confirmed since 88.

2) How do we use the system in our society, or to make the model work?

3) What defines validity in the model?
Hand size is not a special case of SSM, but SSM.

SSM helps in demystify the goal of the system.

SSM can be used to plan with systems dynamics (Forrester, Senge).

CST adds to SSM in pointing out the conflicts and uncertainty in the system.
Is the hypothesis testing in $SSMA^2$?

![Graph with labeled axes and curves]

The hypothesis relates to whether the reader understands the text or not.

Does I understand the correct parameters?

Takes into account the context ...
Natural science = hypothesis testing? 

OR is natural science?

Hypothesis: Laws of nature.

\[ F = ma \]

What models of the world?

Hume's division: there's no purpose.

Fictions, but we can use Fermat's principle, etc.
\[ \Phi \delta \kappa \gamma \]

Problem =