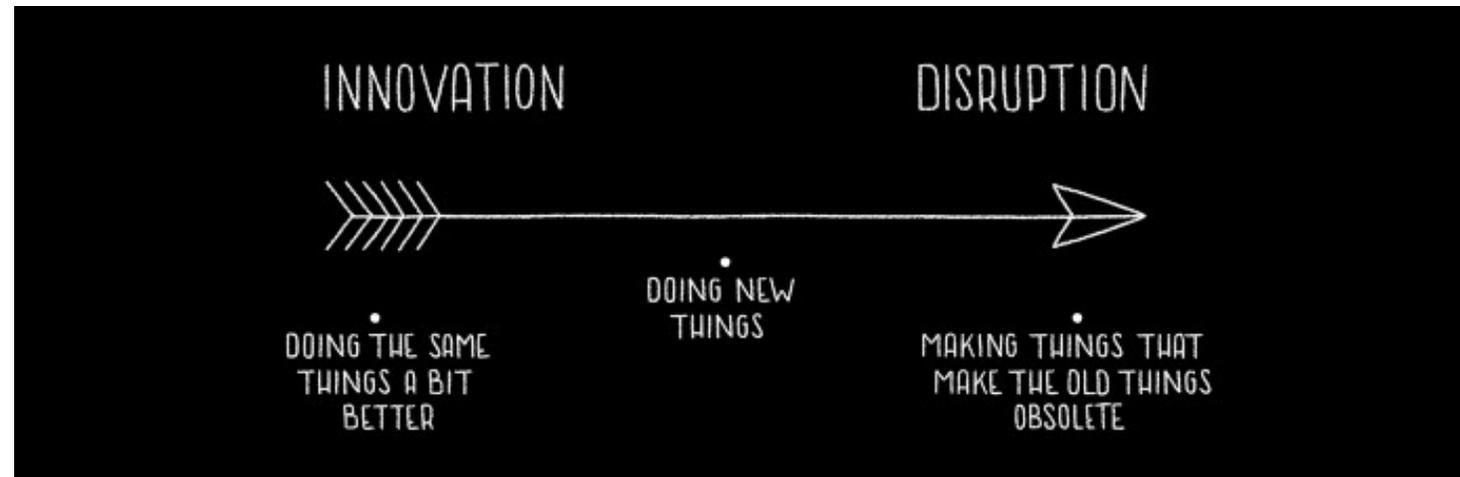


The Disruptive Design Method is an approach to exploring, understanding, and evolving complex problems into sustainable solutions. It combines systems thinking, sustainability sciences, and design methodologies to create problem-loving creative changemakers who are capable of diving deep into complex problem sets, developing strong social innovation outcomes, and reconfiguring business toward the Circular Economy.

The 3-Part Disruptive Design Method

There are three distinct parts to the applied Disruptive Design Method — Mining, Landscaping, and Building (MLB) — each is enacted and cycled through in order to gain a granulated, refined outcome through iterative feedback loops.



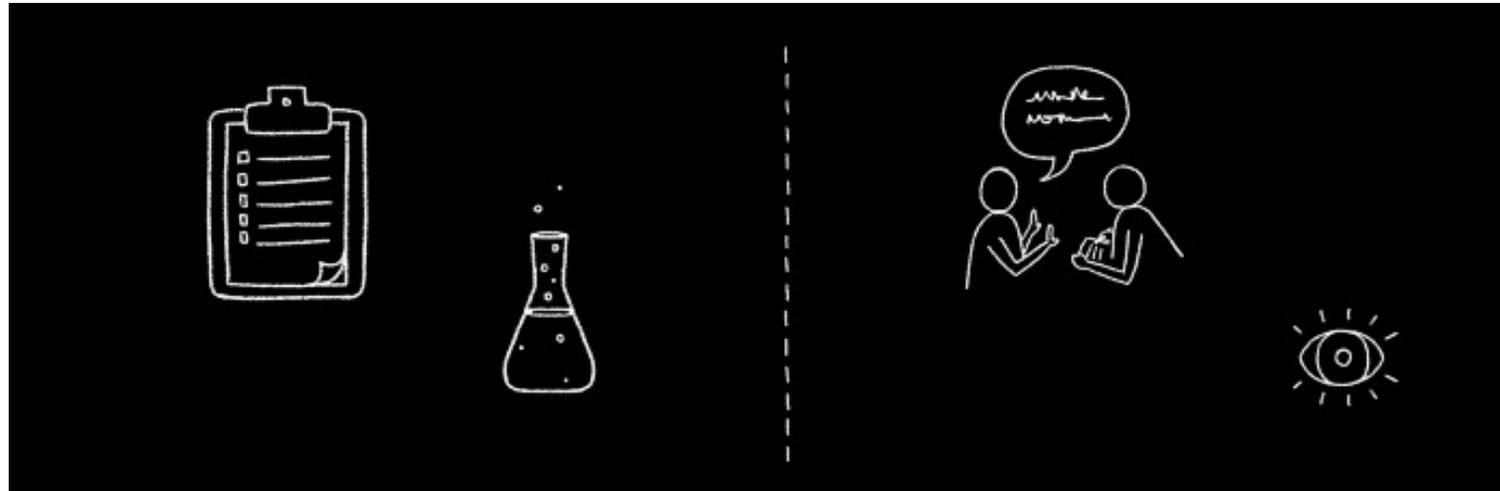
Further reading:

<https://medium.com/disruptive-design/making-change-by-design-the-disruptive-design-method-d38e11aed41>

<https://www.disruptdesign.co/the-disruptive-design-method>

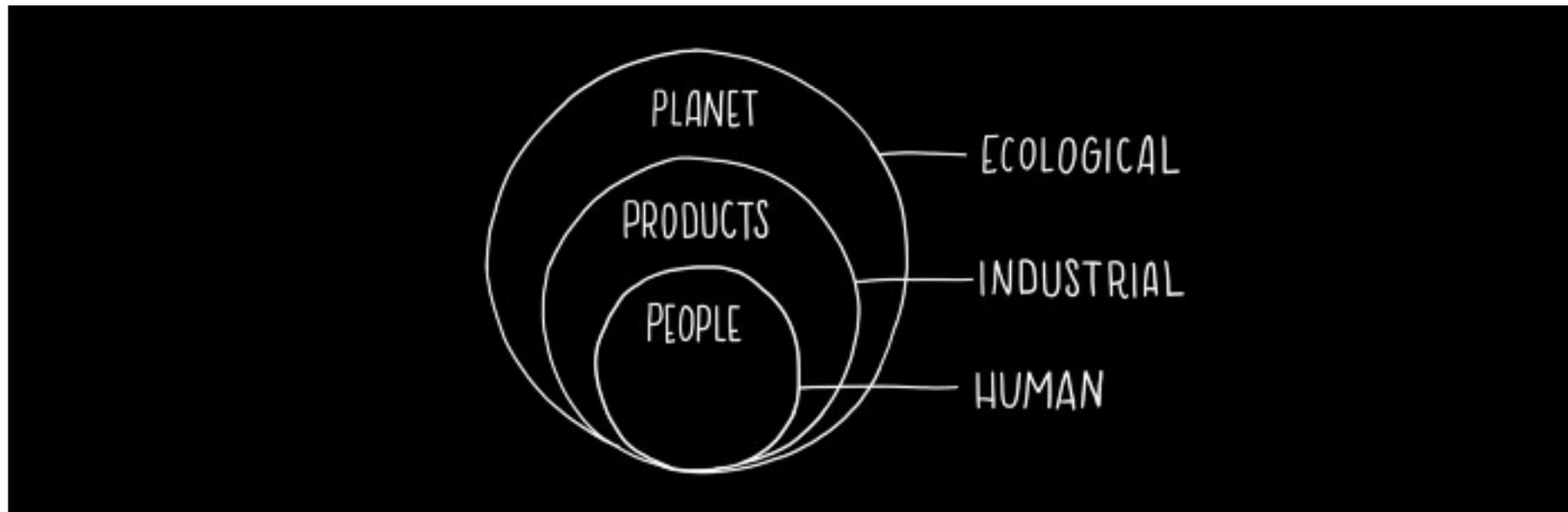
Mining, Landscaping

The **first part is Mining**, where the mindset is one of curiosity and exploration. In this phase, we do deep participatory research, suspend the need to solve, avoid trying to impose order, and embrace the chaos of any complex system.



Landscaping

The **second part is Landscaping**. This is where we take all the parts that we uncovered during the Mining phase and start to piece them together to form a landscaped view through systems mapping and exploration. Landscaping is the mindset of connection, where you see the the world as a giant jigsaw puzzle that you are putting back together and creating a different perspective that enables a bird's eye view of the problem arena. Insights are gathered, and locations of where to intervene in the system to leverage change are identified.



Building

The third part of the MLB Method is Building. This is the creative ideation phase that allows for the development of divergent design ideas that build on potential intervention points to leverage change within the system. The goal is to not solve but to evolve the problem arena you are working within so that the status quo is shifted.

